CLIÉ

Software Guide

PEG-SJ33

Click the link to access the manual.

Introduction
CLIE Demo
PictureGear Pocket / PictureGear Lite / PhotoStand
CLIE Paint
Audio Player
Memory Stick Gate
Memory Stick Autorun
Memory Stick Import / Export
Memory Stick Backup
Sound Utility / Sound Converter
World Alarm Clock
Documents To Go®
Intellisync Lite
Kinoma Player / Kinoma Producer
Bejeweled!

Introduction

Notice

Owner's record

The product number and serial number are located on the back of the product. Record the serial number in the space provided below. Refer to these numbers whenever you call your Sony dealer regarding this product.

Product name: **PEG-SJ33**

Serial number: _____

Caution

You are notified that any changes or modifications not expressly approved in this manual could void your authority to operate this equipment.

Please contact your nearest Sony dealer regarding the problem you are experiencing with your Sony product.

On the supplied software

This product contains software owned by Sony and licensed by third parties. Use of such software is subject to the terms and conditions of license agreements enclosed with this product. Software specifications are subject to change without notice and may not necessarily be identical to current retail versions.

© 2003 Sony Corporation All rights reserved.

Reproduction in whole or in part without permission is prohibited.

Copyright laws prohibit reproducing the software or the software manual in whole or in part, or renting the software without the permission of the copyright holder.

In no event will SONY be liable for any financial damage or loss of profits arising out of the use of the software supplied with this player.

In the event a problem occurs with this software as a result of defective manufacturing, SONY will replace it at SONY's option or issue a refund. However, SONY bears no other responsibility.

The software provided with this player cannot be used with equipment other than that which it is designated for use with.

Please note that, due to continued efforts to improve quality, the software specifications may be changed without notice.

Program © 2003 Sony Corporation, © 2003 Palm Inc. or its subsidiaries. All rights reserved.

Trademarks

Sony, CLIÉ, "Memory Stick", "MagicGate Memory Stick", Jog Dial, PictureGear and their logos are trademarks of Sony Corporation.

Palm OS, Graffiti and HotSync are registered trademarks of Palm, Inc. and its subsidiaries, and Palm, Palm Powered, Palm Desktop, the Palm logo, the Palm Powered logo, the HotSync logo and the Palm OS logo are trademarks of Palm, Inc. and its subsidiaries.

Microsoft and Windows are registered trademarks of Microsoft Corporation.

MMX and Pentium are registered trademarks of Intel Corporation.

Pumatech, the Pumatech logo, Intellisync and Intellisync Lite are trademarks of Pumatech, Inc. that may be registered in some jurisdictions.

Adobe and Adobe Acrobat Reader are trademarks of Adobe Systems Incorporated.

Documents To Go is a registered trademark of DataViz, Inc.

Kinoma is a trademark of Kinoma Inc.

QuickTime and the QuickTime logo are trademarks of Apple Computer, Inc.

This product includes fonts owned by TypeBank Co., Ltd. under licence.

All other trademarks are trademarks of their respective owners.
Sony does not support third-party add-on applications. If you have any problems with a third-party application, please contact the developer or publisher of that software.

Explanations in this manual assume that you are familiar with the basic operations of Windows®. For information on the use of your computer and operating system, please refer to their respective manuals.
Before using your CLIÉ handheld, make sure you read the accompanying End-User Licence Agreement.

About this manual

The Software Guide describes each software application and its features, as follows:

- **Presenting the CLIÉ features** (CLIE Demo)
- **Viewing image files** (PictureGear Pocket / PhotoStand)
- **Editing image files** (CLIE Paint)
- **Listening to music files** (Audio Player)
- **Exchanging data with the "Memory Stick™"** (Memory Stick Gate)
- **Setting the "Memory Stick™" automatic start function** (Memory Stick Autorun)
- **Copying data to the "Memory Stick™"** (Memory Stick Import / Export)
- **Backing up data to the "Memory Stick™"** (Memory Stick Backup)
- **Managing Sound files** (Sound Utility / Sound Converter)
- **Viewing the time around the world** (World Alarm Clock)
- **Viewing Word, Excel and other files on your CLIÉ handheld** (Documents To Go®).
- **Exchanging data with other applications on your PC** (Intellisync Lite)
- **Converting and playing back digital media files** (Kinoma Player / Kinoma Producer)
- **Playing Bejeweled!**

Applications for use on your CLIÉ handheld

The following applications are preinstalled on your CLIÉ handheld:

- Audio Player
- CLIE Demo
- CLIE Paint
- Kinoma Player
- Memory Stick Autorun
- Memory Stick Backup
- Memory Stick Gate
- Memory Stick Import
- PhotoStand
- PictureGear Pocket
- Sound Utility
- World Alarm Clock

The following applications are available on your CLIÉ handheld once you install the Palm™ Desktop for CLIÉ software on your computer and perform a HotSync® operation.

- Memory Stick Camera

If you perform a hard reset on your CLIÉ handheld, you will need to re- install these applications from the CD-ROM.

Applications for use on your computer

The following applications are available on the installation CD- ROM, for use on your computer:

- Adobe® Acrobat® Reader
- Documents To Go®
- Intellisync Lite
- Kinoma Producer
- Memory Stick Export
- Palm™ Desktop for CLIÉ
- PictureGear Lite
- QuickTime 6.0
- SonicStage 1.5
- Sound Converter

CLIE Demo

Presenting the CLIÉ features

CLIE Demo presents the CLIÉ features in a short presentation that you can watch and enjoy as often as you like.

To launch CLIE Demo, proceed as follows:

In the Application Launcher screen, rotate the Jog Dial™ to select **CLIE Demo**, then press the Jog Dial™.

Alternatively, tap the **CLIE Demo** icon to launch the application.
Enjoy the show!

To close **CLIE Demo**, simply tap anywhere on the screen, then tap **Yes** to confirm.

CLIE Demo menu items

- To see the **Options** menu, just write in the Graffiti® writing area.
- To see the **About CLIE Demo** window, just write in the Graffiti® writing area. This gives you the version information for CLIE Demo.

You must wait until the show has displayed a few screens before you can access the Graffiti® writing area.

PictureGear Pocket / PictureGear Lite / PhotoStand

CLIÉ

Viewing image files

This part of the manual explains how to view image files on your CLIÉ handheld.

What you can do with PictureGear Pocket

PictureGear Pocket is a picture album application for your CLIÉ handheld.

Anytime, anywhere...

Using PictureGear Pocket, you can view still image files from various sources, including those taken with a digital camera or downloaded from the Internet. The images can either be stored on your CLIÉ handheld or "Memory Stick™", and you can copy the image files between them as well.
All image files can be sorted into categories, which you can personalise. You also can add comments to each image.

Using PictureGear Pocket as a photo stand or a clock with background music

Using the PhotoStand function, you can display image files that are drawn on a computer or image files taken with a digital camera.
You can also use your CLIÉ handheld to display the current time on your CLIÉ handheld screen while using the PhotoStand function.
You can also have music play in the background during the PhotoStand slide show.

Beaming image files

Use IrDA (Infrared) communication to exchange image files easily with other CLIÉ handheld users. You cannot beam image files to other Palm OS® based devices.

Pasting an image file to an address record

You can paste an image to your address information. For details, refer to the **Operating Instructions**.

Jumping to an editing application

PictureGear Pocket lets you jump easily to CLIE Paint to draw on the image files.

Installing the software

You do not have to install PictureGear Pocket, PhotoStand or CLIE Paint, as they are already installed on your CLIÉ handheld.

Installing PictureGear Lite on your computer

You can convert the image file stored on your computer using the application PictureGear Lite. To then view image files or movies with your CLIÉ handheld, use PictureGear Pocket.

To install PictureGear Lite on your computer, proceed as follows:

1. Insert the Installation CD-ROM into the CD-ROM drive.
   The **Installation launcher** window appears.
2. Select your language.
   The **Main application type selection** screen is displayed.
3. Click **Install CLIÉ Utilities**.
4. Click **Install CLIÉ Image Software**.
5. Click **Install PictureGear Lite**.
   The **PictureGear Lite** installation starts. Follow the onscreen instructions to finish the installation.
6. Click **Exit**.

If you already have the PictureGear 5.x software installed on your computer, click **Install CLIÉ Plug-in for PictureGear 5.x** instead of clicking **Install PictureGear Lite** in step 5 above.

Starting PictureGear Lite

To start PictureGear Lite, proceed as follows:

From the **Start** Menu, click **Programs** (**All Programs** in Windows® XP), **PictureGear Lite**, and then **PictureGear Lite**.

For details on how to use PictureGear Lite, see the Help files of PictureGear Lite (select the **Help** menu).

Viewing image files stored on your CLIÉ handheld

You can transfer image files taken by a digital still camera or downloaded from the Internet, etc. These items can be managed using PictureGear Lite on your computer. You can also optimise photos with PictureGear Lite before transferring them to your CLIÉ handheld.
For details on how to save image files in the format supported by PictureGear Lite, refer to the instruction manual of the device or imaging software you are using.

Transferring image files to your CLIÉ handheld

Prepare image files you want to display on your CLIÉ handheld, and then transfer them to your CLIÉ handheld.

To transfer image files to your CLIÉ handheld, proceed as follows:

1. Start PictureGear Lite.
2. Select the image file you want to send.
   You can also select multiple slides by holding down the **<Ctrl>** or **<Shift>** keys while clicking.

3 From the **File** menu, select **Output services** and then **Install the image during the next HotSync operation**.
The **Install the image during the next HotSync operation** dialog box appears.

4 Click the arrow ▼ , and then select a user name. If necessary, click **Still settings** and make size and compression settings for the image file you want to send in the **Detailed settings for CLIE handheld still images** dialog box.

5 Click **OK**.
The image file you want to send and the user are registered in PictureGear Lite.

6 Connect your CLIÉ handheld to the computer, select **HotSync** then tap the HotSync icon.
The registered image file(s) are automatically sent to your CLIÉ handheld during the HotSync® operation.

In PictureGear 5.x and above, you are recommended to use the CLIÉ file transfer options found under the **Utility** menu instead of those under the **File** menu.

When transferring images to the CLIÉ handheld using PictureGear 5.x, click **Utility** instead of **File**, then click **Reserve to install to CLIÉ**.

Saving an image file to a "Memory Stick™"

You can also transfer image files directly to a "Memory Stick™".

Install the Memory Stick Export software on your computer beforehand.

To save an image file to a "Memory Stick™", proceed as follows:

1 Connect the CLIÉ handheld to a computer on which you have installed Memory Stick Export.

2 Insert a "Memory Stick™" into your CLIÉ handheld.

3 On the Application Launcher screen of your CLIÉ handheld, rotate the Jog Dial™ to select **MS Import** and press the Jog Dial™.
Alternatively, tap the **MS Import** icon.
MS Import starts.

4 Start PictureGear Lite on your computer.

5 Select the image within PictureGear Lite.

6 From the **File** menu on the same screen, go to **Output services**, then select **Output CLIÉ Handheld format file to Memory Stick™**.
The **Output CLIÉ Handheld format file to Memory Stick™** dialog box appears.

7 From the list next to **Save into drive**, select the "Memory Stick™" drive.

8 Click **OK**.

When transferring images to a "Memory Stick˜" using PictureGear 5.x, click **Utility** instead of **File**, then click **Output to Memory Stick for CLIÉ**.

Viewing image files with your CLIÉ handheld

To view image files with your CLIÉ handheld, proceed as follows:

1 With the home screen displayed, rotate the Jog Dial™ to select **PG Pocket** and then press the Jog Dial™.
Or tap the **PG Pocket** icon on the home screen. PictureGear Pocket starts.

2 Tap the arrow ▼ at the top of the screen to select **Internal**.

3 Rotate the Jog Dial™ to display the requested image file, and then press the Jog Dial™. Or tap the image directly. The selected image appears.

4 To hide icons displayed at the bottom of your CLIÉ handheld screen, tap **hide icons**.
To display them again, tap the screen, or press the Jog Dial™ or the **Back** button.

5 Tap the **detailed** icon while the image file is displayed.
Detailed information for the image file appears.

6 When you want to show another image file, rotate the Jog Dial™.
Another image file appears.

7 To return to the photo list screen, press the **Back** button.

Magnifying image files

To magnify image files, proceed as follows:

1 Tap while the image file is displayed.

2 Rotate the Jog Dial™ to magnify the image file.
When you press the Jog Dial™, the image file is automatically magnified on the screen. If you rotate the Jog Dial™ counter-clockwise, the image is magnified. If you rotate the Jog Dial™ clockwise, the image is reduced.

3 If part of the image is outside the screen, you can enlarge it by dragging on the screen with your stylus.

4 To return to the photo list screen, press the **Back** button.

Changing the image file list screen

You can change the image file list screen to display items by name and date, or by thumbnail image.

To display the image file by name and date, proceed as follows:

Tap .

To display the image file list by thumbnail image, proceed as follows:

Tap .

Drawing on the image file (CLIE Paint)

With CLIE Paint, you can draw and paint on a PictureGear Pocket format image file stored on your CLIÉ handheld.

To draw and paint on a PictureGear Pocket format image file stored on your CLIÉ handheld, proceed as follows:

1 Display the image file on the screen.

2 Tap .
The **CLIE Paint** application starts.

3 Tap to select one of the tools shown on the lower half of the screen, then draw on the image.

4 When you finish the drawing, save the file.
You can overwrite the file or save it as a new file.

For details on how to use the CLIE Paint application, see the CLIE Paint section of this **Software Guide**.

The CLIE Paint application is compatible with the PictureGear Pocket version 2.1 (PGPF) 16-bit colour format, and is not compatible with the 8-bit colour format.

Viewing image files stored on the "Memory Stick™"

Image files shot by a digital still camera or digital video camera recorder and recorded on a "Memory Stick™" are stored in DCF format. This format differs from PGP format, which is standard for PictureGear Pocket software.
You can view both PGP format image files and DCF format image files using PictureGear Pocket. In addition, you can convert DCF format image files into PGP format image files, and save them to your CLIÉ handheld or on the "Memory Stick™".
DCF-format images must be saved on a "Memory Stick™" as it cannot be saved on your CLIÉ handheld.

To view image files stored on the "Memory Stick™", proceed as follows:

1 With the Application Launcher screen displayed, rotate the Jog Dial™ to select **PG Pocket** and then press the Jog Dial™.
Or tap the **PG Pocket** icon.
PictureGear Pocket starts.

2 Insert the "Memory Stick™" into the "Memory Stick™" slot.

3 Tap the arrow ▼ at the top of the screen to select **MS**.

4 If you want to view DCF image files taken by the digital still camera etc., tap **DCF**. If you want to view image files converted by the PictureGear Pocket or PictureGear Lite software, tap **PGP**.

Notes on DCF format:

DCF (Design rule for Camera File system) is an industry standard format for storing image files established by JEIDA (Japan Electronic Industry Development Association).

Using the PictureGear Pocket application, you cannot view image files shot by a device that does not support the DCF format.

DCF format image files are stored in the DCIM directory of the "Memory Stick™".

In order to display clearer pictures with PictureGear Pocket, use PictureGear Lite on your computer when converting the image files to PGP format before storing them on a "Memory Stick™".

You cannot move, copy or transfer DCF-format image files using the Memory Stick Gate (MS Gate) application. However, you can convert them into PGP-format image files using PictureGear Pocket application, and save them to your CLIÉ handheld.

DCF-format image files may take more time to be displayed than PGP-format image files, especially while playing music on your CLIÉ handheld.

Saving image files stored on your CLIÉ handheld to a "Memory Stick™" (Export)

To save image files stored on your CLIÉ handheld to a "Memory Stick™" (Export), proceed as follows:

1 Display the image file that you want to save.

2 Tap on the Menu icon and go to the **Image** menu, then tap the **Import/Export** option. The **Import/Export** dialog box appears.

3 To change the category of the image files, tap the arrow ▼ and select the category.

4 If you want to delete the original image file stored on your CLIÉ handheld, select the **Delete the original image** check box.

5 If you want to print the image with a DPOF (Digital Print Order Format)-compatible printer, tap **DCF**, then select **Print setting (DPOF)**. The selected image file is saved on a "Memory Stick™" in DPOF.

6 Tap **OK**.
The selected image file is saved to the "Memory Stick™". If the selected file is in DCF format, it is automatically converted into, and saved in PGP format.

7 To cancel the operation, tap **Cancel** in step 6 above.

If you save images marked in DPOF to a "Memory Stick™", all DPOF settings for image files previously stored on the "Memory Stick™", will be overwritten and cleared.

To save multiple image files to a "Memory Stick™" at once, proceed as follows:

1 In the **photo list** screen, tap **Import/Export**.
The check boxes used for selecting the image files appear.

2 Tap the check boxes to select the image files you want to save.

3 Tap **Export**.
The **Import/Export** dialog box appears.

4 Tap **OK**.

Saving image files stored on a "Memory Stick™" to your CLIÉ handheld (Import)

With the Import feature, DCF-format image files (for example, images taken with a digital camera) will be automatically converted into PGP format when saved on your CLIÉ handheld.

To save image files from a "Memory Stick™" to your CLIÉ handheld, proceed as follows:

1 Display the image file that you want to save.

2 Tap on the **Menu** icon and go to the **Image** menu, then tap the **Import/Export** option.
The **Import/Export** dialog box appears.

3 When you want to save a PGP format image file:
To change the category of the image files, tap the arrow ▼ and select the category.
If you want to delete the original image file stored on a "Memory Stick™", select the check box to delete

the original image.
Select the colour option from 16-bit colour (65,536 colours), or 8-bit colour (256 colours). This option only appears when the selected image is in DCF format.

4 When you want to save a DCF format image file, tap **DCF**.

5 Tap **OK**.
The selected image file is converted to the PGP format and saved to your CLIÉ handheld. Depending on the image file, this may take a few seconds.

6 To cancel the operation, tap **Cancel** in step 5 above.

Saving multiple image files to your CLIÉ handheld at once

You can copy both DCF and PGP format image files from a "Memory Stick™" to your CLIÉ handheld with the following procedure. The DCF image files will be automatically converted into PGP format.

To save multiple image files to your CLIÉ handheld at once, proceed as follows:

1 In the **photo list** screen, tap **Import/Export**.
The check boxes used for selecting the image files appear.

2 Tap the check boxes to select the image files you want to save.

3 Tap **Import**.
The **Import/Export** dialog box appears.

4 Tap **OK**.
The selected image files are converted to the PGP format and saved to your CLIÉ handheld. Depending on the image file, this may take a few seconds.

Beaming image files

You can beam PGP-format image files stored on your CLIÉ handheld or the inserted "Memory Stick™" to another CLIÉ handheld. You cannot beam DCF-format image files.

To beam image files, proceed as follows:

1 Display the image file that you want to beam.

2 Follow the steps in the **Beaming Information** section in the Operating Instructions.

If **Beam Receive** in the **Preferences** menu is set to **Off**, you cannot receive data using the beaming feature. Before beaming data, make sure to set **Beam Receive** to **On**.

You can only beam one image file at a time.

Do not beam a 16-bit image file to a CLIÉ handheld with PictureGear Pocket Ver.1.x installed, as it is not compatible with 16-bit image files. If you do, the screen of the receiving handheld goes blank; in such cases, tap the screen to recover to the state before beaming.

Managing image files

Categorising image files

You can manage image files using categories such as **Business** or **Personal**. You can also create personalised categories.

To categorise image files, proceed as follows:

1 Tap in the image file list screen.
The check boxes used for selecting the image files appear.

2 Tap the check boxes to select the image file(s) you want to categorise.

3 Tap **Categorize**.
The **confirmation** dialog box appears.

4 Tap the arrow ▼, and select the desired category.

5 Tap **OK**.

To personalise categories, proceed as follows:

1 Select **Edit Categories** in step 4 above.
The **Edit Categories** screen is displayed.

2 Tap **New**, and enter a name for the new category. You can always rename the categories by tapping **Rename** instead of tapping **New**.

To delete a category, proceed as follows:

Select the category you want to delete in the **Edit Categories** screen, and tap **Delete**.

Attaching comments to image files

You can attach comments to PGP-format image files stored on your CLIÉ handheld.

To attach comments to image files, proceed as follows:

1 Display the image file that you want to enter a comment about.

2 Tap the **Details** button.
The **Details** screen is displayed.

3 Enter your comment in the **Comment** field.

4 Tap **Close**.
If you wish to enter comments to other image files, you can tap **Prev** or **Next** here to go to other image files in the same category.

You cannot attach comments to image files stored on a "Memory Stick™".

Deleting image files

To delete image files, proceed as follows:

1. Tap in the image file list screen. Then, tap the check boxes to select the image file(s) you want to delete.
   Alternatively, you can tap while the image file is displayed.
2. Tap **Delete**.
   The **Confirmation** dialog box appears.
3. Tap **OK**.
4. To cancel deleting, tap **Cancel** in step 3 above.

Displaying image files one after another

You can display image files one after another (PhotoStand function). You can also use your CLIÉ handheld as a clock by displaying the current time using the PhotoStand application.

An optional standing cradle is available.

Making a PhotoStand Setting

To make a PhotoStand setting, proceed as follows:

1. In the **photo list** screen of PictureGear Pocket, tap **PhotoStand**.
   The check boxes used for selecting the image files appear.
2. Select the image file(s) that you want to display with the PhotoStand function.
3. Tap **PhotoStand**.
   The **PhotoStand** application starts, and the **Settings** screen appears.

4 Make your settings:
- **Title**: Enter the title of your Photo Stand slide show.
- **Sort By**: Select the order in which to display the image files.
- **Effect**: Select the transition effect to be used between images or the clock type.
- **Display Interval**: Set an interval to determine the length of time an individual image file will be displayed.
- **Loop**: If you want to repeat image files automatically from the start, tap to select this check box.
- **BGM**: If you want music to play in the background, select this check box. The tracks in the MP3 (or the ATRAC3) album stored on the inserted (MagicGate) "Memory Stick™" are played in order. You can control the background music with the **AV Controller** dialog box or the **Settings** dialog box.
- **Thumbnail**: Select this check box to allow images be displayed faster but at a lower image quality. This option appears only if you select DCF format images stored on a "Memory Stick™" for the PhotoStand.
- **Image Info**: If you want the title, date of creation, and comments for each image to scroll on the screen, select this check box.
- **Show the icon on Home Screen**: If you do not want to show the icon of the file set for PhotoStand application on the **Application Launcher** screen, deselect this check box.
- **Autorun**: If you want to start PictureGear Pocket when you insert a "Memory Stick™" into your CLIÉ handheld, select this check box. This option appears only if you select the images stored on the "Memory Stick™" for PhotoStand.

5 Tap **Save**.
The image files that you selected in step 2 and the settings you made in step 4 are saved with a PhotoStand title.

All Display Intervals are not available when you choose some specific effects.

Do not copy the PhotoStand settings to/from the "Memory Stick™" from/to the CLIÉ handheld. A malfunction may occur.

Starting PhotoStand

To start PhotoStand, proceed as follows:

1. On the home screen, rotate the Jog Dial™ to select PhotoStand and then press the Jog Dial™ or tap the **PhotoStand** icon on the home screen.
   PhotoStand starts.
2. Tap the PhotoStand title that you want to play.
3. Tap **Play.**
   Image files in the selected category appear one after another.
   DCF-format image files may take more time to be displayed than PGP-format image files, especially while playing music on your CLIÉ handheld.
4. To see the PhotoStand title lists stored on the "Memory Stick™", select ▼ **MS** in step 2.

To adjust the background music during a PhotoStand slideshow, proceed as follows:

1. Tap anywhere on the screen while a PhotoStand slideshow is playing.
   The **AV Controller** dialog box appears (If no audio file is stored on the inserted "Memory Stick™", this dialog box will not appear).
2. Tap **+** or **–** to adjust the volume.
   The volume setting remains effective until you change it.
3. To stop the background music, tap ■ . To skip back or forward within the selected album, tap ⏮ or ⏭ . To play the background music, tap ▶ .

To return to the PhotoStand screen, proceed as follows:

Tap **Close**.

To exit PhotoStand, proceed as follows:

Press the Jog Dial™. Or, if you have a background music playing, tap the screen, and tap **Finish** in the **AV Controller** dialog box.

Viewing sample image files

You can view sample image files installed on your computer. Install the CLIÉ Palm Desktop software on your hard disk using the supplied CD-ROM.

To view sample image files installed on your computer, proceed as follows:

1. Double-click the **Palm Desktop for CLIÉ** icon on the Windows desktop.
   The **Palm Desktop for CLIÉ** software starts.
2. Click **Install**.
   The **Install Tool** dialog box appears.
3. Select a user name from the user list.
4. Click **Add**.
   Make sure that the **Add-on** folder is selected. If the **Add-on** folder is not selected, select the folder manually. By default, the **Add-on** folder is stored in the **Sony Handheld** folder of the **Program Files** folder.
5. Double-click the **PGPocket samples** folder.
6. Double-click the sample image file you want to view on the screen of your CLIÉ handheld.
   The selected image file name is added to the File Name list. If you want to view other sample images, repeat this step.
7. Click **Done**.
8. On your CLIÉ handheld, select **HotSync**, and then tap the **HotSync** icon.
   The selected sample image files will be installed on your CLIÉ handheld.
9. Start PictureGear Pocket.

Some samples are also preinstalled in the internal memory.

PictureGear Pocket menu items

The following items appear when you tap the **Menu** icon.
This section explains the menu commands specific to PictureGear Pocket.

Photo list screen

View menu

- **List**: changes the view of the photo list screen.
- **PhotoStand**: starts the PhotoStand application.

Image menu

- **Import/Export**: shows the **import/export** screen.
  Select the image file(s) you want to import/export.
- **Delete**: shows the **Remove** screen.
  Select the image file(s) you want to delete. For details, refer to the online manual.
- **Categorise**: shows the **Categorize** screen.
  Select the image file(s) you want to categorise. For details, refer to the online manual.

Options menu

- **Preferences** (available only when you view image files stored on a "Memory Stick™"): shows the Preference screen.
  Select the default image format.
- **About PictureGear Pocket**: shows the version information of PictureGear Pocket.

Image file screen

View menu

- **Back**: returns to the Photo list screen.
- **Details**: shows detailed information for the image file.
- **Zoom**: magnifies the image file. For details, see the **Magnifying image files** **(page 16)** section.
- **First Image**: shows the first image file.
- **Previous Image**: shows the previous image file.
- **Next Image**: shows the next image file.
- **Last Image**: shows the last image file.
- **Show/Hide tool bar**: shows/hides the toolbar at the bottom of the screen.

Image menu

- **Import/Export**: imports/exports the currently selected image file.
- **Delete**: deletes the currently selected image file. For details, refer to the online manual.
- **Beam**: beams the currently selected image file to another CLIÉ handheld.
- **CLIE Paint**: the CLIE Paint application starts.

Options menu

- **Preferences**: shows the Preferences screen:
  - **Default Display Format of the Memory Stick**: if you want to choose the default display for viewing images stored in "Memory Stick™", select PGP or DCF.
  - **Display Loop**: if you want to go through the image file list using the Jog Dial™ with the first image and the last image coming back-to-back, tap to select this check box.
- **About PictureGear Pocket**: shows the version information of PictureGear Pocket.

PhotoStand screen

Options menu

- **Settings**: shows the Settings dialog box.
  - **Image position**: adjusts the displaying position of the image.
  - **Playing order**: changes the playing order of the BGM (background music).
  - **Volume slider**: adjusts the volume of the BGM (background music).
- **About PhotoStand**: shows version information for the PhotoStand application.

CLIE Paint

Editing image files

CLIE Paint is a preinstalled application that lets you edit images. It works closely with the PictureGear application, where the images are stored.

You can add letters or marks to a PictureGear Pocket image stored on your CLIÉ handheld, or paint on a white background.

If you want to edit an image stored on a "Memory Stick™", you must first import it to the CLIÉ handheld with PictureGear Pocket, then start CLIE Paint. Likewise, if you want to save your image to the "Memory Stick™", you can save it first on the CLIÉ handheld, then export it through PictureGear Pocket.

Data is converted into a 16-bit colour image in PictureGear Pocket format (PGP) and is not compatible with 8-bit colour images.

Launching CLIE Paint

You can launch CLIE Paint either from the Application Launcher, or from PictureGear Pocket.

To start CLIE Paint from the Application Launcher, proceed as follows :

1. Rotate the Jog Dial™ to select the **CLIE Paint** icon and then press the Jog Dial™.
   Alternatively, tap the **CLIE Paint** icon.
2. Tap to select the screen size of your drawing.
   A white drawing area (canvas) of the selected size is displayed.

To start CLIE Paint from PictureGear Pocket, proceed as follows:

1. Launch PictureGear Pocket.
2. Select a picture by tapping on it.
   The picture is displayed in full screen mode.
3. Tap on the screen.
   The image is opened in CLIE Paint and is ready for editing.

Elements of the CLIE Paint screen

The screen that is shown below appears when you start CLIE Paint and after having selected the picture size. Note that a picture appears when CLIE Paint is launched from PictureGear Pocket and appears empty if it is launched on its own.

You can work in CLIE Paint by tapping the icons on the lower part of the screen.

	Icons:	*Actions:*
1.	Menu icons	Tapping these icons switches the screens.
2.	Colour palette	You can select the colour for painting, characters, etc.
3.	Tool icons	You can draw on the screen. Tap the icons to select a tool and draw on the screen with the stylus.
4.	Tool-switching bar	Tapping this bar switches the tool icons.

Menu icons

Click the **Menu** icon .

The following icons are displayed.

	Create new Image	Displays a new white screen.
	Load image	Imports a PGP-format image stored on the CLIÉ handheld or a PGP-/DCF-format image stored on the inserted "Memory Stick™" to the CLIE Paint application.
	Save As New	Save as a new data (Original data will be kept).
	Over-write	Over-write data (Original data will not be kept).
	Cancel	Returns to the edit screen.
	Resize the canvas	Changes the size of the displayed image or canvas.
	PG Pocket	Displays the edited image using the full screen of the PictureGear Pocket application.
	Redo/Undo	Cancels the last operation. Or, when tapped right after Undo, the operation cancelled with Redo will be recovered.
	Information	Displays the information on copyright, version, etc.

Colour palette

You can select the colour for drawing, by tapping the colour palette.

You can choose the basic colours from the palette. If you click the big button on the lower left part of the palette, a colour slider appears from which you can choose more colours.

To edit the selected colour proceed as follows:

1 Tap the bottom left tab.
Tapping it displays the colour-picker and the RGB colour level bars.

2 Select a colour or adjust the colour level and tap **OK** to change the colour.

3 To return to the palette without changing the colour/shade, tap **Cancel**.

Tool icons

The following icons are displayed:

	Pen	Draws lines and pictures in the colour you have selected.
	Eraser	Erases lines, pictures or letters on a drawing screen. You cannot erase original pictures including photographs.
	Syringe	Samples a colour/shade from the original image file to the colour palette.
	Scroll	Scrolls a screen up and down if the picture is bigger than 320x320.

Images that have been stored once cannot be erased with the eraser. However, you can erase lines and drawings you wrote with pen, line, circle, quadrilateral, corner-rounded quadrilateral, letter, stamp, spray, shading off and mosaic.

Tool-switching bar

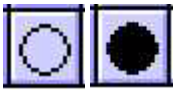
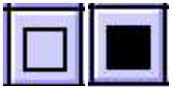
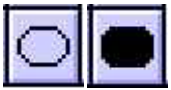
: Tool-switching bar: tapping this bar switches the tool icons as follows:

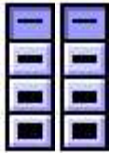
then:

then:

If you click it again, the first toolbar appears again.

The following icons are then displayed:

	Line	Draws a straight line in the colour you have selected.
	Circle (With/without painting)	Draws a circle in the colour you have selected.
	Quadrilateral (With/ without painting)	Draws a quadrilateral in the colour you have selected.
	Corner-rounded quadrilateral (With/ without painting)	Draws a corner-rounded quadrilateral in the colour you have selected.
	Letter	Writes letters on a picture, using CLIÉ's screen keyboard or Graffiti. Tapping **OK** on the screen, puts the characters in a dotted circle. You can move the letters by dragging the dotted circle with the stylus. Tap the outside of the dotted circle to fix the letters. By tapping the Thickness tool , you can change the size of the letters.
	Spray	Creates a spray effect in the colour you have selected.
	Shading off	Shades off the part you have traced with the Pen on a picture.
	Mosaic	Creates a mosaic effect on the part you have enclosed by the Quadrilateral tool on a picture.

	Stamp	Stamps 48 kinds of patterns. Lets you stamp various patterns on the image. By tapping this tool, the Stamp option screen appears. When you tap to select the pattern, the selected pattern is displayed with a dotted border around it. While it is selected, you can change its size by tapping one of the **Stamp size** icons, or drag it with the stylus and change its location on the image. Tap anywhere outside the dotted border to place it.
	Thickness	Selects one of four different thicknesses for the Pen, Eraser, Line, Circle, Quadrilateral, Corner-rounded quadrilateral, Letter tools and Shading off tool. When **Letter** is selected, you can change the font size by using this thickness tool. When **Spray** is selected, you can select the extent for the spray effect.

Saving an edited picture

To store an edited picture, proceed as follows :

1 Tap .
The **Menu** appears.

2 Tap **Over-write** or **Save As New**.
When you select **Over-write**, the edited picture will be written over its original data and stored. Therefore, the original data will not be kept.
When you select **Save As New**, the data of the edited picture will be newly stored separately from its original data. Enter a name for the new data.

3 If you selected **Save As New** in step 2, select where and in what format the image is to be saved.
If you select PGP, you must enter a new name for the edited image and tap **OK** to save it. If you select JPEG (DCF), the image is automatically given a numbered name and saved. Depending on the image, it may take a while for the image to be saved.

To delete a saved image, proceed as follows:

1 Start PictureGear Pocket and tap to select the image file you want to delete.

2 Tap **Menu** and then **Image**.

3 Tap **Delete**.

If you press the buttons or tap the icons to switch applications while editing a picture, a dialog box appears. At this time, if you press the buttons or tap the icons again, the applications will be switched without saving the edited picture.

Audio Player

CLIÉ

Playing audio files

What you can do with Audio Player

Audio Player is an application used to play audio files on your CLIÉ handheld. It is already installed.

You can play both MP3 (MPEG-1, Audio Layer-3) and ATRAC3 format audio files. In addition, you can use various playback displays such as Visual Effect view or List view. You can also change your Audio Player application's background design and the colour of displayed text by installing add-on sample files (Skin files).

Audio Player supports MP3 files that meet the following specifications:

Format: MP3 (PEG-1, audio layer 3)
Sampling frequency: 44.1 kHz
Bit rate: 32 to 320 kbps
File extension: .mp3 or .rmp

Audio Player supports ATRAC3 files that meet the following specifications:

Format: ATRAC3
Sampling frequency: 44.1 kHz
Bit rate: Maximum 132 kbps

Depending on the audio file, you may not be able to play some files even if they meet all the above specifications.

Using "Memory Stick™" to play audio files

A "Memory Stick™" is required to play audio files on your CLIÉ handheld. There are two types of "Memory Stick™". One is the normal "Memory Stick™" (blue), and the other is the "MagicGate Memory Stick™" (white).

To play ATRAC3 format audio files on your CLIÉ handheld, you must use a "MagicGate Memory Stick™". Otherwise, you can use the standard "Memory Stick™" to play regular MP3 format audio files on your CLIÉ handheld.

Listening to MP3 format audio files on your CLIÉ handheld

You should use:

- Audio Player for managing MP3 format audio files on your CLIÉ handheld.
- Any software for managing MP3 format audio files on your computer.
- A "MagicGate Memory Stick™" or a standard "Memory Stick™".

To listen to MP3 format audio files with your CLIÉ handheld, proceed as follows:

1. Prepare any MP3 audio files on your computer.
   For detailed instructions, consult the software's manuals or online help.
2. Transfer audio files from your computer to your CLIÉ handheld.
3. Play audio files on your CLIÉ handheld.

Listening to ATRAC3 format audio files managed by SonicStage 1.5 on your CLIÉ handheld

You should use:

- Audio Player to manage ATRAC3 format audio files on your CLIÉ handheld.
- SonicStage 1.5 to manage ATRAC3 format audio files on your computer. It is supplied on the CD-ROM.
- "MagicGate Memory Stick™" . A standard "Memory Stick™" cannot be used.

To listen to ATRAC3 format audio files managed by SonicStage 1.5 on your CLIÉ handheld, proceed as follows:

1. Install SonicStage 1.5 software on your computer. See **Installing SonicStage 1.5** **(page 44)**.
2. Import audio files into SonicStage 1.5. See **Importing MP3-format audio files onto your computer** **(page 53)**.
3. Transfer audio files from your computer to your CLIÉ handheld. See **Transferring MP3-format audio files to your CLIÉ handheld** **(page 55)**.
4. Play audio files on your CLIÉ handheld. See **Playing audio files** **(page 59)**.

Installing the software

System requirements

Before installing the SonicStage 1.5 software application, make sure you install the Palm™ Desktop for CLIE software on your computer and that your PC meets the following hardware requirements.

- IBM computer PC/AT or compatible:
  - CPU: Pentium II 400 MHz or higher (Pentium III 500 MHz or higher is recommended).
  - Hard disk drive space: 65 MB or more.
  - RAM: 64 MB or more (128 MB or more is recommended for Windows® XP).
  - CD-ROM drive.
  - Sound Board.
  - USB port.
  - Display: High Colour or higher (800 x 480 pixels or higher).
- Operating System:
  - Microsoft® Windows® 98 Second Edition
  - Microsoft® Windows® 2000 Professional
  - Microsoft® Windows® Millennium Edition
  - Microsoft® Windows® XP Professional
  - Microsoft® Windows® XP Home Edition
- The following environments are not supported:
  - Microsoft® Windows® 95, Microsoft® Windows® NT.
  - An upgraded operating system (from Microsoft® Windows® 3.1/95 to Microsoft® Windows® 98/ Microsoft® Windows® 98 Second Edition/Microsoft® Windows® Millennium Edition,...).
  - Microsoft® Windows® 98.

- A dual boot with any operating system.

- Internet access: for Web registration and EMD services.

We do not assure trouble-free operation for all computers satisfying the system requirements.

For the protection of copyrights, when you use a computer with an optical digital output connector, the optical connector may be disabled during playback with this software.

For more information on EMD services, see **Importing songs via EMD (Electronic Music Distribution)** (page 50).

! The environment of your computer, for example, when the CPU of your computer is slower than Pentium III 450 MHz, may affect the operating speed of the SonicStage 1.5 software.

Installing SonicStage 1.5

To install the SonicStage 1.5 software application on the hard disk of your computer, proceed as follows:

1. Insert the Installation CD-ROM into your computer's CD-ROM drive.
   The installation launcher window appears.
   If the installation launcher screen does not appear, click the CD-ROM drive icon in **Windows Explorer**, browse the folders of the CD until you reach SonicStage and then double click **Setup.exe**.
2. Select your language.
3. Click the **Next** button.
4. Click the **Install SonicStage** button.
   The software installation starts.
5. Follow the on-screen instruction to complete the installation.
6. Click **Finish**.
   The installation ends.
7. Restart your computer.

Make sure you install the software application before connecting your CLIÉ handheld, which is in transfer mode, to the computer. Do not install the software application while a dedicated USB cable is connected to your computer.

If the **Installing:** message continues to appear without advancing to the next step for some time, click the **InstallShield Wizard** on the taskbar.

Do not delete, move, or edit the installed folders using Windows® Explorer or any other application. If you do, the OpenMG™ Jukebox database may become unstable or corrupted.

Do not press the **<Alt>** and **<Tab>** keys on your keyboard simultaneously during the installation process.

For Windows® 2000 or Windows® XP Professional users: Click **Start**, **Shutdown**, and then select **Log off**. When the **Log on** screen is displayed, log on with the user name **Administrator** and then start the installation of SonicStage Ver.1.5 software.

For Windows® 2000 users: When you restart the computer after installing the software and removing the installation CD-ROM, a warning message may appear. Click **Cancel** and proceed your operation.

When uninstalling the SonicStage 1.5 software application from your computer, delete SonicStage 1.5.xx.

Uninstalling the SonicStage 1.5 software application may disable other music player applications.

When uninstalling the SonicStage 1.5 software application, it is recommended that you make a backup of audio files using the **SonicStage Backup Tool**. You can restore the audio information to the SonicStage 1.5 software application the next time you install it.

Do not uninstall the **OpenMG Secure Module**. You will not be able to use other OpenMG compatible software if you do so.

If you have accidentally uninstalled the **OpenMG Secure Module**, reinstall the SonicStage Ver.1.5 software from the Installation CD-ROM.

Notes on using SonicStage 1.5 software with Windows® 2000 or Windows® XP Professional

SonicStage 1.5 users who have the Windows® 2000 Professional or the Windows® XP Professional operating system should be aware of the following:

- Only Administrators are allowed to install and uninstall SonicStage 1.5.
- To use the application, log on with the user name **Administrator** or **Power User**.
- Do not remove or insert a CD-ROM drive connected via a PC card while SonicStage 1.5 is running.

If you perform the **System Restore** function of **System Tools** on Windows® Millennium Edition/ Windows® XP Home Edition/Windows® XP Professional, the SonicStage 1.5 database may be corrupted and all music files recorded or imported may not play.

To back up and restore all audio files managed by SonicStage 1.5, proceed as follows:

1. Before performing the **System Restore** function, back up your audio files by using **SonicStage Backup Tool**.
   This prevents unwanted loss of your audio files.
2. After performing the **System Restore** function, restore your music files by using **SonicStage Backup Tool**.
   This ensures the reliability of playback.
   For details on using **SonicStage Backup Tool**, refer to the online help for SonicStage 1.5.

If audio files become unplayable because you executed a **System Restore**, an error dialog box may be displayed when you try to play an audio file. In this case, follow the messages displayed.

Importing SonicStage 1.5 audio files to your computer

To manage audio files with SonicStage 1.5, you need to store audio files on the hard disk of your computer. There are three ways to import audio files into SonicStage 1.5 on your computer:

- Record audio CDs onto the hard disk
- Import songs via EMD
- Import MP3, WAV and WMA files by converting them to ATRAC3 format. Some files are not converted into ATRAC3 format files.

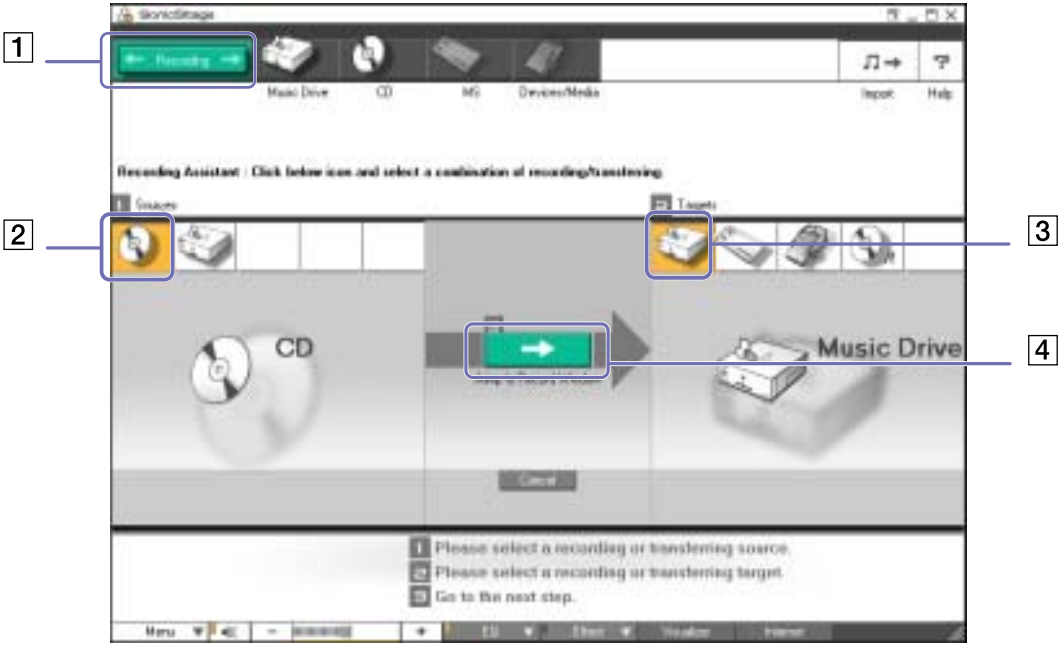
Do not disconnect your CLIÉ handheld from the computer while SonicStage 1.5 is running.

Recording audio CDs on the hard drive

Songs recorded from audio CDs can be registered on the hard disk to Playlists and managed with SonicStage 1.5.

To record audio CDs on your hard drive, proceed as follows:

1. Double-click the **SonicStage** icon on the Windows desktop, or click **Start**, point to **Programs** (**All Programs** in Windows® XP) , **SonicStage**, and then click **SonicStage**.
   SonicStage 1.5 starts.
2. Insert the CD you want to record into the CD-ROM drive of your computer.
   The CD window and the tracks of the audio CD appear. If the CD window is not displayed automatically, click the **CD** tab to display the CD window.
   When you record from an audio CD using your CD-ROM drive for the first time, the **CD Drive Optimization** dialog box appears to indicate that the CD-ROM drive can perform recording properly. Click **Start** to verify your CD-ROM drive.
3. Click the **Recording** button.
   The **Recording Assistant** window appears.



1.	Recording button	3.	Music Drive icon
2.	CD icon	4.	Jump to Record Window button

4 Click the **CD** icon as your source.

5 Click the **Music Drive** icon as your target.

6 Click the **Jump to Record Window** button.
The **RecordPanel** window appears.

7 If you only want to record a few songs, click the **Show List**

button.
The list of tracks on your audio CD appears.

8 If necessary select the format and bit rate for recording by clicking the **Change CD Recording Format** button.

9 You can select specific tracks on your CD by deselecting the check boxes from the tracks you do not want to record. You can clear all selected tracks by selecting the empty **Select All**

check box, and then selecting the tracks you want to record.
For each song you can determine the song title, the artist and the genre.

10 Click the **Rec Selection** button to begin recording.

When you want to record all the songs of the audio CD to the playlist, you click the **Record All**

button.

11 When the recording is finished, the new playlist appears in the file tree view in the right pane.

To stop recording, click the **Rec Stop** button. The recording is stopped.

In SonicStage 1.5, the bit rate for recording an audio CD ranges from 66 kbps to 105 kbps and 132 kbps. The sound quality and available recording time after the conversion will be different depending on the selected bit rate. A higher value makes the sound quality better, but the size of the recorded data file will be bigger thus shortening the total check out time available on your CLIÉ handheld.
Likewise, a lower value means lower sound quality, but lengthens the total check out time available on your CLIÉ handheld. When you use an optional 128 MB "MagicGate Memory Stick™", you can record for approximately the following length of time:
- Recording at 132 kbps: approx. 120 min.
- Recording at 105 kbps: approx. 160 min.
- Recording at 66 kbps: approx. 240 min.

Do not remove your CLIÉ handheld while using SonicStage 1.5.

Importing songs via EMD (Electronic Music Distribution)

EMD stands for Electronic Music Distribution, which is a generic name for services that distribute digital audio content via the Internet or other kinds of network.

You must be able to access the Internet from your computer. To use an EMD service, sign up with an Internet service provider, properly configure your computer, and configure the settings of your Web browser before using this service. When the connection to the Internet is set up, view the OpenMG™ Home Page (http://www.openmg.com/) using the **Internet** screen of SonicStage or another Web browser. You can access websites of EMD services linked from the OpenMG™ Home Page.

To use an EMD service, proceed as follows:

1. Click the **Internet** tab to display the Internet window.
   An introduction to the OpenMG™ Home Page appears on the window.
2. Click the button or logo on the window.
   The connection to the Internet starts and the OpenMG™ Home Page appears. The OpenMG™ Home Page provides a guide to EMD service websites that support OpenMG™ and information on how to use EMD services.
   Refer to this OpenMG™ Home Page for more information about importing audio files using EMD services.

Downloading audio files from EMD service websites

To download files from EMD service websites, proceed as follows:

1. Display the Web page of an EMD service in the Internet window.
2. Click an audio file for downloading (e.g., MP3 files or WMA files compatible with WMT). Downloading starts automatically. If you click an audio file that requires purchasing, the default Web browser starts up to display the online transaction page. When the process is complete, the audio file can be imported into SonicStage.
3. Import downloaded audio files to SonicStage.
   If audio files are imported automatically, they are registered as playlists, determined by the EMD service. If they are not imported automatically, select the audio files you want in the **Import** window and then import to SonicStage (see the **Importing MP3, WAV and WMA format audio files** **(page 52)** section).

Audio files cannot be imported automatically by clicking if you use a Web browser (e.g., Internet Explorer, Netscape, etc.) other than the Internet window of SonicStage. In this case, after downloading, specify the audio files in the Import window to import them.

Some Internet settings (e.g., proxy server, etc.) are related to the settings of Internet Explorer. If your computer is set to be used within a firewall, etc., confirm the settings of Internet Explorer before the connection.

When specifying the location to be used to store songs, do not choose a folder on removable media, such as a CD-R, CD-RW, ZIP, etc. Choose a folder on the hard disk of your computer.

Importing MP3, WAV and WMA format audio files

The following audio files can be imported into SonicStage 1.5 and converted to the ATRAC3 format.

- **MP3 files:** 16 bit MP3 files, monaural/stereo, 32 kHz/44.1 kHz/48 kHz.
- **WAV files:** linear PCM WAV files, 16 bits, monaural/stereo, 32 kHz/44.1 kHz/48 kHz.
- **WMA (Windows Media Audio) files downloaded via EMD:** 16-bit WMA files compatible with WMT (Windows Media Technologies), monaural/stereo, 44.1 kHz. Depending on the copyright protection, some WMA compliant audio files may not be available for importing.

To import MP3 files into SonicStage 1.5 using Windows® 98 Second Edition, Windows® Millennium Edition, or Windows® 2000 Professional or Windows® XP, Windows® Media™ Player Version 6.4 or later is already installed.

To transfer (checkout) songs to your CLIÉ handheld, it is necessary to convert the audio files to be checked out into ATRAC3 format. Audio files converted into ATRAC3 format can be imported to SonicStage 1.5 by using the Import feature. It is also possible to import files in their original format and then convert them into ATRAC3 format when they are checked out.

To import files, proceed as follows:

1. Click **Import** in the upper-right corner of the screen.
   The **Import** window appears.
2. Click **Import All**.
   The **File format after import** dialog box appears.
3. Select the settings you want: **File Location**, **File Types**, **Import Setup Option** (select **Always convert to OpenMG (ATRAC3)**).
4. Click **OK**.
5. Click **Next**.
   The audio files are listed.
6. Click **Finish**.
   Import starts.

The original MP3/WAV files imported are referenced by the SonicStage 1.5 software when playing back or checking out the data. Therefore, to prevent moving or deleting the files, copy them to a specific folder on the hard disk before importing them to SonicStage 1.5.
If the original file is stored on removable media and the source media is removed, the following messages are displayed when you try to playback or check out the data.

For playback: **Cannot play selected song. The song file not found**.

For check-out: **Detected song(s) which cannot be checked out**.

When the original file is on a network, the same messages are displayed when your computer is not connected to the network.

When you delete an audio file, note that the original MP3/WAV is also deleted when you select **Delete the song file from the computer**.

★ You can import all of the audio files on the drive dedicated on your computer to SonicStage 1.5 at one time. For details, refer to **Importing audio files from your computer - Importing songs** in the SonicStage 1.5 software Help.

★ If the music title is included in the data, as it is in the ID3 data of MP3 format files, the title is displayed in the **Title** column of the Playlist view of SonicStage 1.5. If the title data is not included, the file name is displayed in the **Title** column.

Importing MP3-format audio files onto your computer

Make sure you have software managing MP3-format audio files installed on your computer.

You can play back the following MP3-format audio files on the Audio Player application:

- MP3-format audio files recorded on the hard disk of your computer from an audio CD inserted into the CD-ROM drive (You need a software for recording and managing MP3-format audio files installed on your computer.).
- Audio files created in MP3 format.

For details on transferring MP3 audio files to your CLIÉ handheld, see **Transferring MP3-format audio files to your CLIÉ handheld (page 55)**.

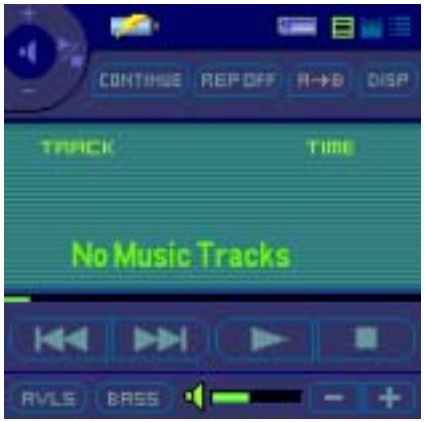
Transferring audio files from your computer to your CLIÉ handheld

Preparing your CLIÉ handheld

Before you can transfer audio files, you need to install Memory Stick Export on your computer. Memory Stick Export is supplied on the CD-ROM included with your CLIÉ handheld. For details, refer to the handheld's Operating Instructions.

To enter transfer mode, proceed as follows:

1. After making sure that the write protect tab is not set to LOCK, insert the "Memory Stick™" into the "Memory Stick™" slot.
2. With the home screen displayed, rotate the Jog Dial™ to select Audio Player and then press the Jog Dial™;
   Alternatively, tap the **Audio Player** icon on the home screen.
   Audio Player starts.



3 Connect your CLIÉ handheld to the computer.

4 Tap **Menu**, **Options**, and then **Transfer**.
The CLIÉ handheld enters file transfer mode. See **Transferring MP3-format audio files to your CLIÉ handheld** **(page 55)**.

If you want to transfer and play ATRAC3 format audio files that are recorded by SonicStage 1.5, use a "MagicGate Memory Stick™".

Once the transfer has started, do not do any of the following until it is complete:

- Disconnect the USB cable;
- Remove the "MagicGate Memory Stick™";
- Tap **Exit** in the Audio Player application;
- Press any application button on your CLIÉ handheld;
- Tap **Home** .

If the Start-Up function of SonicStage 1.5 is set to **on**, SonicStage 1.5 automatically starts if your CLIÉ handheld is in transfer mode when you connect it to the computer (refer to the online Help files for more information).

Transferring MP3-format audio files to your CLIÉ handheld

After preparing your CLIÉ handheld, you can copy MP3 format audio files to your CLIÉ handheld using Windows Explorer.

To transfer MP3 audio files to your CLIÉ handheld, proceed as follows:

1 Double-click the **My Computer** icon on your Windows desktop. With Windows® XP, click **Start**, and click **My Computer**.

2 Double-click the **Removable Disk** icon.

3 Double-click the **Palm** folder, then **Programs**, then **MSAudio**.
If this folder does not exist, create it manually on the "Memory Stick™" using Windows Explorer.

4 Drag and drop the MP3 format audio files, which you want to transfer to the MSAudio folder (**S:\Palm\programs\msaudio** assuming that **S:** is the drive corresponding to the "Memory Stick™" on your computer).

If you are using a computer with a "Memory Stick™" slot, you can copy MP3 format audio files directly to the "Memory Stick™" in your computer and playback them with Audio Player for Adapter. In this case, create the **PALM \PROGRAMS \MSAUDIO** folder on the "Memory Stick™", and then copy the audio files to the MSAUDIO folder.

You can transfer MP3 audio files to the "Memory Stick™" inserted in your CLIÉ handheld using the **Memory Stick Import/Export** applications.

Transferring ATRAC3-format audio files to your CLIÉ handheld

Make sure your CLIÉ handheld has been prepared. You can use only "MagicGate Memory Sticks™" (white).

To transfer audio files managed with SonicStage 1.5 software, proceed as follows:

1 Start SonicStage 1.5.

2 Click the **Recording** button

.
The **Recording Assistant** window appears.

3 Click the **CD** icon as your source.

4 Click the **Music Drive** icon as your target.

5 Click the **Jump to Record Window** button.
The **Check-In/Out window** appears.

6 Click the **Show List** button

in the Check-In/Out window.
The **List Area** appears below the Check-In/Out window.

7 In the **File Tree** view on the left side of the window, select the Playlist containing the songs you wish to check-out.
The songs in the selected Playlist are displayed in the **List** view.

8 In the **List** view on the left, select the songs to be checked out.
To select more than one song at the same time, hold down the **<Ctrl>-**key and click the songs to be selected.

9 Click the **Check-out** button .
Check-out starts and the song(s) is added to the end of the song list in your CLIÉ handheld.

Once check out has started, do not do any of the following until the check in/out is complete:

- Disconnect the USB cable.
- Remove the "MagicGate Memory Stick™".
- Disconnect your CLIÉ handheld from the computer.
- Tap **Exit** on the Audio Player.
- Press any application buttons on your CLIÉ handheld.
- Tap **Home** .

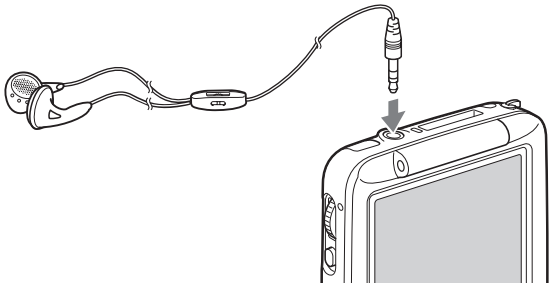
When **Check-out** is complete, tap **OK** in the Audio Player application's confirmation dialog box.
The transfer mode is cancelled and the previous screen appears.
If you are using Windows® 2000 Professional/Windows® Millennium Edition/Windows® XP operating systems, a warning message appears when you tap **OK**. In this case, click **OK**.

Playing audio files on your CLIÉ handheld

Connecting the supplied earphones

To connect the earphones to your CLIÉ handheld, proceed as follows:

Push the end of the earphone cable into the earphone jack, as shown below.



Do not connect equipment that is connected to other equipment such as an amplifier, to the earphone jack of your CLIÉ handheld. It may damage your CLIÉ handheld.

While the earphones are connected to your CLIÉ handheld, system sounds such as warnings or taps are only output to the earphones. In addition, the tap sound is not output from the earphones during audio playback or playback stand-by.

Playing audio files

Play songs using Audio Player. You can use other applications during playback. Charge the battery before starting playback. The automatic shut-off does not function during playback. If the battery power level runs low, playback stops automatically. In this case, however, you can still use other applications such as Memo Pad or Address Book. Charge the battery before it becomes completely empty.

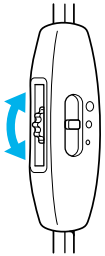
To play audio files, proceed as follows:

1. After making sure that the write protect tab is not set to LOCK, insert the "Memory Stick™" into the "Memory Stick™" slot.
   If you want to transfer and play ATRAC3 format audio files that are recorded by SonicStage 1.5, use a "MagicGate Memory Stick™" (white).
2. Connect the earphones.
3. With the home screen displayed, rotate the Jog Dial™ to select Audio Player and then press the Jog Dial™. Or tap the **Audio Player** icon on the home screen.
   Audio Player starts and reads the TOC information including the song name, artist name and so on. Do not remove the "Memory Stick™" at this time. If you do, the audio data may be damaged and a malfunction may occur.
   - Depending on the number of songs stored on the "Memory Stick™", it may take several seconds to read the TOC data. You cannot operate Audio Player while it is reading the TOC; this is not a malfunction.
   - If the write protect tab of the "Memory Stick™" is set to LOCK, Audio Player cannot play some songs.

4 Tap .
Playback starts from the first song. The song information appears during playback. Playback stops automatically when the song reaches the end.
If you cannot start playback, make sure that the **HOLD** switch on your CLIÉ handheld is not set to **On**.

To stop playback, tap .

To:	*Do the following:*
Pause	Tap .
Go to the beginning of the current track	Tap .
Go to previous tracks	Tap repeatedly.
Go to the beginning of the next track	Tap .
Go to the beginning of succeeding tracks	Tap repeatedly.
Go backward	Tap continuously.
Go forward	Tap continuously.

To:	Do the following:
Adjust the volume	Tap + or Tap −. Or turn the Jog Dial™. Or use the scroll buttons of the CLIÉ handheld. Or press the scroll buttons of the CLIÉ handheld but only if you select 1 (Volume Control) in the Jog function select screen.  Rotate the dial on the volume controller. Please note that the indication of the volume indicator displayed on the screen does not change.
Turning on Mega Bass	When you turn **MEGA BASS** on, lower frequency signals are boosted for a more clear and powerful bass sound. To turn the Mega Bass on, tap BASS.
Protect your hearing (AVLS). The AVLS (Automatic Volume Limiter System) function controls the maximum volume to protect your ears.	Tap AVLS.

With a fully charged battery, you can play audio files for the approximate length of the time specified below. The battery life varies depending on the conditions and environment in which you are using your handheld.

If you turn the **HOLD** off and turn the front light up to the maximum level, you can play audio files continuously for about 1.5 hours.

If you turn the **HOLD** switch on, you can play audio files continuously for about 4.5 hours.

Since the battery power level falls rapidly during audio playback, the Battery Low warning appears earlier than with normal use. In this case, if you stop audio playback immediately, you may still use other applications.

Playing in various modes

You can play tracks repeatedly, repeat a specific song portion or play tracks in random/reverse order.

To play tracks repeatedly, proceed as follows:

Tap **repeat** to select the repeat playback item.

- **REP OFF**: normal playback
- **REP ALL**: repeat all tracks
- **REP 1**: repeat current playback track

You can use repeat playback (**REP ALL**) during shuffle or reverse playback. For example, when you set shuffle playback to **On** during repeat playback, Audio Player plays all tracks repeatedly in random order.

To repeatedly play a specific song portion, proceed as follows:

1 During playback, tap

at the repeat starting point.

Playback starts from the first song.

2 Tap

at the repeat end point.

Repeat playback starts between the specified points.

3 To cancel the A-B repeat function, tap

to deactivate the icon.

To play tracks in random order/reverse order, proceed as follows:

Tap the repeat button to select the playback item. Each time you tap the playback mode icon, the playback mode changes.

- **Continue**: normal playback
- **Shuffle**: play tracks in random order
- **Reverse**: play backward from the last tracks played.

When you tap **Reverse** or **Shuffle**, the playback sound is interrupted for a moment. This is not a malfunction.

Selecting playback audio files (Pickup)

When you use Audio Player, you can select playback audio files.

To select playback audio files, proceed as follows:

1. Tap **Menu** , **Tools**, and then **Pickup**.
   The **Pickup** screen appears.
2. Tap to select the check box of the audio file that you want to play.
3. Tap **OK**.
4. Start playback.
   Audio Player plays only selected audio files.
5. To play all audio files, tap **Select All** in the Pickup screen.

Switching the display view

When you use Audio Player, you can switch the display. You can use the following views:

- **Normal view:** displays the title and artist name of the audio file currently playing, the number of audio files, and playback controls.
  To change to the normal view, tap **normal**.
- **Visual Effect view:** displays the visual effect or spectrum analyzer with playback progress. Playback controls are also displayed.
  In Visual Effect view, you can change the effect by tapping the VE icon.
  To change to the visual effect view, tap **VE**.
- **List view:** displays a title and an artist name of audio files that are stored on the "Memory Stick™". Playback controls are also displayed.
  In List view, you can play an audio file by tapping the file directly. You can also change displayed items by tapping the **View** icon.
  To change to the list view, tap **list**.

Switching the Jog Dial™ function for Audio Player

You can switch the Jog Dial™ function for Audio Player. By simply using the Jog Dial™, you can adjust the volume, go to specific tracks, fast-forward or fast-rewind.

To switch the Jog Dial™ function for Audio Player, proceed as follows:

1. Tap the Jog Dial™ icon in the top left of the screen, or hold the Jog Dial™ down for a few seconds. The **Jog function select** window appears.
2. Tap the setting, or rotate the Jog Dial™ to select the setting.
   - **Volume control**: you can adjust the volume by rotating the Jog Dial™. When you press the Jog Dial™, the playback starts/stops.
   - **AMS**: you can go to the beginning of the previous/succeeding tracks by rotating the Jog Dial™. When you press the Jog Dial™, the playback starts/stops.
   - **Speed**: you can go backward/forward by rotating the Jog Dial™. When you press the Jog Dial™, the playback starts/stops.
   - **Position**: you can control the playback point manually by rotating the Jog Dial™. When you press the Jog Dial™, the playback starts/stops.
   - **Select track**: when you use Audio Player in List view, you can select the playback audio file by rotating the Jog Dial™. When you press the Jog Dial™, playback starts from the selected file.
3. Tap **OK**.
   The **Jog Dial™** icon at the top left of the screen changes to the icon you selected, and the Jog Dial™ function for Audio Player is switched to your choice.

Protecting your CLIÉ handheld from accidental pressure on its controls

To protect your CLIÉ handheld, proceed as follows:

Slide the HOLD/Power switch (1) of your CLIÉ handheld to **HOLD**.

The screen display turns off even during an operation, and none of the controls on your CLIÉ handheld operates.

To make sure that your CLIÉ handheld is playing music and sounds while the HOLD switch of your CLIÉ handheld is set to **HOLD**, check the "Memory Stick™" indicator of your CLIÉ handheld. If the indicator is flashing, your CLIÉ handheld is playing sounds.

Switching the album (Custom album)

MP3 and ATRAC3 audio files in the "MagicGate Memory Stick™" are separately managed as the custom album with Audio Player. If you insert the "MagicGate Memory Stick™" that stores both MP3 and ATRAC3 format audio files and start Audio Player, only the ATRAC3 format audio files are displayed and played with the factory setup setting.

To switch the album, proceed as follows:

1. In Audio Player, tap **Menu** , **Tools**, and then **About Memory Stick**.
   The album information of the ATRAC3 audio files appears.
2. Tap **MP3**.
   The playback album is switched to the MP3 custom album. The next time you start playback, MP3 format audio files stored on the "MagicGate Memory Stick™", are played.
3. Tap **OK**.
4. To return to the ATRAC3 custom album, tap **ATRAC3** in step 2.

Changing the background design

You can change your Audio Player's background design by installing add-on sample files (Skin files) via the Palm™ Desktop for CLIÉ software on your computer.

Installing skin files on your CLIÉ handheld

To install skin files on your CLIÉ handheld, proceed as follows:

1. Double-click the **Palm Desktop for CLIÉ** icon on the Windows® desktop.
   The **Palm Desktop for CLIÉ** software starts.
2. Click **Install**.
   The **Install Tool** dialog box appears.
3. Select a user name from the user list.
4. Click **Add**.
5. Browse to and double-click the **AudioPlayerSkin** folder.
6. Double-click to select the skin file of your choice.
   The selected file is added to the **File Name** list.
7. Click **Done**.
8. On your handheld, select **HotSync** and then tap the **HotSync** icon.
   The file specified in step 6 is installed on your CLIÉ handheld during the HotSync® operation.

Uninstalling skin files from your CLIE handheld

You can uninstall the add-on skin files from your CLIÉ handheld using Memory Stick Gate. For details on Memory Stick Gate, see the separate software section **Memory Stick Gate (Exchanging data via the Memory Stick™)**.

To uninstall skin files from your CLIÉ handheld, proceed as follows:

1. Rotate the Jog Dial™ to select **MS Gate** and then press the Jog Dial™.
   Alternatively, tap the **MS Gate** icon on the home screen.
   Memory Stick Gate starts. The data of your CLIÉ handheld is listed.
2. Press the Jog Dia™l to select **Internal**.
   You can also tap the arrow ▼ in the top right-hand corner to select **Internal** from the drop-down list.
3. Select the **AudioPlayerSkin** file.
   Scroll down if cannot see it in the first screen.
4. Tap **Delete**.
   The **Delete File** dialog box is displayed.
5. Tap **OK**.
   The skin file selected in step 3 is deleted from the CLIÉ handheld.
6. Tap the **Home** icon to return to the home screen.

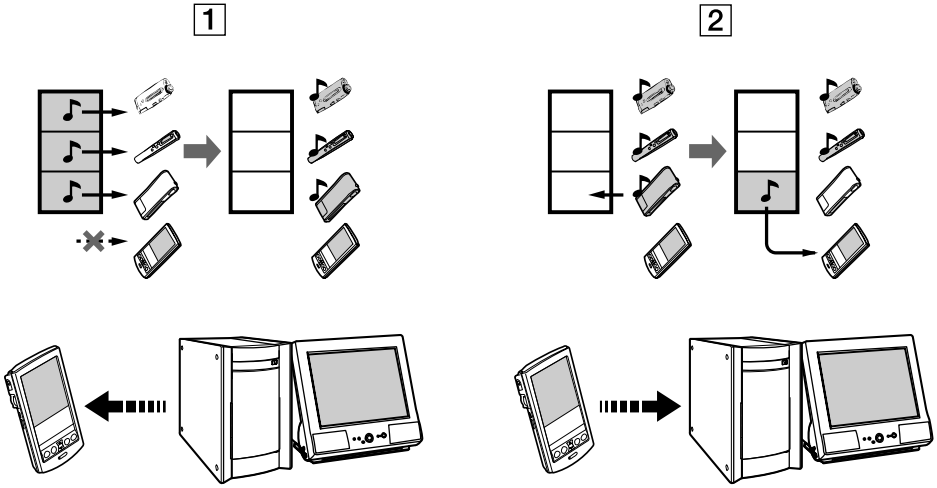
Notes on using SonicStage 1.5 software

What is "Check in/Check out"?

After storing audio files on the hard disk of your computer, you can transfer them to a digital music player, such as the CLIÉ handheld, using SonicStage 1.5.

Transferring audio files to a digital music player from your computer is called **check out**. Returning checked out audio files to that computer is called **check in**.

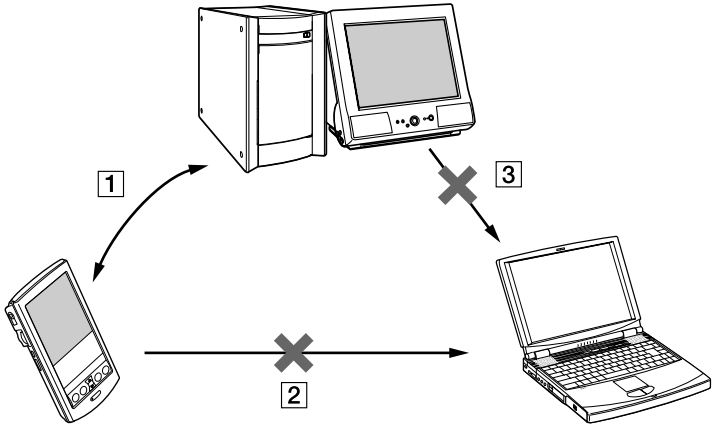
- **Check out (1):** You can check out the same song up to three times at any one time. There may be an exception with the EMD contents which can be checked-out only once.
- **Check in (2):** If you check in the song at least once, you can check out the same song again.



On copyright protection

OpenMG technology allows you to enjoy digital music while maintaining the copyrights of its holders. SonicStage 1.5 encrypts audio files in OpenMG format and stores them on the hard disk of your computer to prevent unauthorised distribution. The copyright protection technology of your CLIÉ handheld conforms to SDMI (Secure Digital Music Initiative) specifications.

Your CLIÉ handheld has some restrictions on recording and playback to protect copyrights. You can check in audio files only to the same computer from which they were checked out. They cannot be copied or checked in to other computers. For details, see the **Restrictions on copyright protection by OpenMG** **(page 74)** section.



- (1) You can check in audio files only to the computer from which they were checked out.
- (2) You cannot check in audio files to any computer other than the computer used for check out.
- (3) You cannot copy or move audio files to another computer.

High quality digital audio content is widely available through music distribution services on the Internet. To protect the copyrights of its holders from unauthorised distribution, some audio content is distributed with certain restrictions on recording and playback. For example, the playback period or playback count for the data may be limited.

You can check-in audio files only to the computer from which they were checked-out.

You cannot copy or move audio files to another computer.

You cannot check-in audio files to any computer other than the computer used for check-out.

Differences between the HotSync® operation and the check in/out procedure

The check in (transferring digital audio files to your computer)/out (transferring digital audio files to your CLIÉ handheld) procedure differs from the HotSync® operation in several ways.

When you perform the HotSync® operation

- Since the HotSync Manager of the Palm™ Desktop for CLIE software manages the operation, the computer recognises your CLIÉ handheld as a Palm OS® compatible handheld.
- You can perform the HotSync® operation even when your CLIÉ handheld is turned off.
- Data transfer starts when you tap the **HotSync** icon on your CLIÉ handheld.

When you perform the check in/out procedure

- Since SonicStage 1.5 manages the operation, the computer recognises your CLIÉ handheld as a USB mass storage device.
- You cannot perform the check-in/out procedure if your CLIÉ handheld is turned off.
- Tapping the **HotSync** icon will stop the data transfer. However, you must connect your CLIÉ handheld to the computer before putting your CLIÉ handheld into the transfer mode.

Transferring songs from your CLIÉ handheld to your computer (Check in)

You can return audio files recorded on your CLIÉ handheld to the hard drive of your computer (check in). You can return them only to the same computer from which the tracks were checked out.

To transfer songs from your CLIÉ handheld to your computer, proceed as follows:

1. Start SonicStage 1.5 and connect your CLIÉ handheld to the computer.
2. With the **Application Launcher** displayed, rotate the Jog Dial™ to select **Audio Player** and then press the Jog Dial™; or tap the **Audio Player** icon.
   Audio Player starts.
3. Tap **Menu** , **Options**, and then **Transfer**.
   Your CLIÉ handheld enters in transfer mode, SonicStage 1.5 enters Check-in/Out mode at this time, and your computer recognises the CLIÉ handheld. The list of audio files stored on the "Memory Stick™" appears on the right side of the **Check-In/Out** window displayed on your computer.
4. Select the song to be checked in from the song list of the "MagicGate Memory Stick™" in your CLIÉ handheld.
   To check in more than one song at a time, hold down the **<Ctrl>** key and click the songs to be selected.
5. Click **In**.
   Check-in starts.
   To stop check in, click **Stop**.

Once check in has started, do not disconnect the USB cable or the "Memory Stick™" until check in is complete. Doing so may damage the data or cause a malfunction.

★ If you want to check in all the audio files on your CLIÉ handheld, click **In All**. All the songs on the "MagicGate Memory Stick™" of your CLIÉ handheld are checked in.

Notes on playing audio files

For the latest information on SonicStage 1.5, see the website of the portable audio customer support. (http://www.openmg.com).

Installing SonicStage 1.5 software from the supplied CD-ROM

Make sure you install SonicStage 1.5 before connecting the unit to your computer.
If you connect your CLIÉ handheld to the computer and the CLIÉ handheld enters transfer mode before the software is properly installed, your computer selects an inappropriate driver and the unit may not work correctly.

Making backups of songs

When operations that modify the operating system (e.g., system recovery or system restoration) are performed, make sure to use the **SonicStage Backup Tool** beforehand to make a backup, and then run the operation. For details, see the online Help.

Notes on System Suspend/System Hibernation mode

- Do not switch to **System Suspend/System Hibernation** mode during the following actions:
  - recording songs from an audio CD,
  - playing songs using SonicStage 1.5,
  - connecting your CLIÉ handheld in transfer mode to the computer.
- If you put your computer in System Suspend/System Hibernation mode during CD recording, file import, check in, or check out, songs may be lost and the system may not be recovered normally.
- If you replace the "MagicGate Memory Stick™" during System Suspend/System Hibernation mode, songs may be lost when the system resumes.

- If you are using Windows® 2000 Professional:
  When you put the computer in System Suspend/System Hibernation mode while you connect your CLIÉ handheld in transfer mode to the computer, and SonicStage 1.5 is started as soon as the system resumes, the **Cannot initialise OpenMG PD Manager** message may appear.
  In this case, click **OK** and then disconnect and reconnect your CLIÉ handheld and restart SonicStage 1.5.

Note on the write-protect tab on the ''MagicGate Memory Stick™''

When using SonicStage 1.5, the contents of a "MagicGate Memory Stick™" may not be displayed if you insert it with the write-protect tab locked, even if you then unlock it. In this case, disconnect and reconnect your CLIÉ handheld and restart SonicStage 1.5.

Restrictions on copyright protection by OpenMG

SonicStage 1.5 features OpenMG, a copyright protection technology developed by Sony to protect music copyrights.

OpenMG uses a high-level cryptographic technology to protect music contents with computers.

Users should be aware of the following restrictions:

- This product can only be used with a computer on which the supplied SonicStage 1.5 software has been installed.
- Music recorded on the hard disk using SonicStage 1.5 cannot be played if copied onto other computers.
- Music contents checked out from a computer cannot be played if copied onto other computers.
- Music contents checked out from a computer must be checked in into the same computer. You cannot check in to other computers.
- Installation of the same SonicStage 1.5 software onto other computers is not permitted.

- **Usage Rules for using music:** if a Usage Rule is included in the music by way of the copyright holder or the distributor, operation will be restricted by the Usage Rule. For music formats (such as compact discs) that do not contain a Usage Rule, the Default Usage Rule of SDMI will be followed. This Default Usage Rule states that one file can be checked out up to three times only.
- **On music contents that are not compatible with SonicStage 1.5:** under the supervision of SDMI, this software prohibits recording of music with a copy prohibition signal.
- **Upgrading the supplied SonicStage 1.5 software:** this software has been developed in accordance with the current arrangement between Sony and SDMI. If this arrangement is modified in the future, some of the software functions may become unavailable. Sony may offer an upgrade kit in this case at additional cost to the user.

Using Help files

- **SonicStage 1.5 software Help:** Help files on how to use SonicStage 1.5.

To display SonicStage 1.5 Help, proceed as follows:

1. Click **Start**, **Programs** (**All Programs** in Windows® XP), **SonicStage 1.5**, and then **SonicStage Help**.
2. Start **SonicStage 1.5**, and then select the Help file from the **Help** menu.

Notes on the "Memory Stick™"

TOC (Table of content) reading time depends on the number of songs

When you start Audio Player, the application starts reading the TOC information (the song name, artist name, and so on) of the "Memory Stick™".

Depending on the number of songs stored in the "Memory Stick™", it may take a few seconds to do this. You cannot operate Audio Player while it is reading the TOC information; this is not malfunction.

Audio Player menu items

This section explains the menu commands specific to the Audio Player application. The following items appear when you tap the **Menu** icon in the initial screen of Audio Player.

Tools menu

- **About Memory Stick**:
  Shows the information for the "(MagicGate) Memory Stick™" inserted into your CLIÉ handheld and album information. MP3 audio files and ATRAC3 audio files on the "MagicGate Memory Stick™" are managed separately as Albums. You cannot play audio files of different formats successively. If you want to switch the format of the audio files, tap and select a desired album.
- **About Album**:
  Shows the information for the current album.
- **About Track**:
  Shows the information for the currently played or selected track.
- **Pickup**:
  Allows you to select certain audio files to play.

Options menu

- **Transfer**:
  Sets your CLIÉ handheld to the transfer mode. The Transfer Mode screen appears. Other controls will not operate at this time.
- **Preferences**:
  Shows the preference screen.
  - **Enable operation beep**: If you want the beep to sound when you use controls, tap to select the check box. However, the tapping sounds will be silenced during audio playback or playback standby.
  - **Enable background play**: If you want to continue playing audio files while using other applications, tap to select the check box. Tap to clear this check box if you want to disable background play.
  - **Reset PB mode by album change**: If you want to reset the playback mode to the factory preset setting when you change the album or the "Memory Stick™", tap to select the check box.
  - **Jog extended push**: Changes the function when you push the Jog Dial™ for a certain length of time. Select the check box of the required function:
    Select JOG Func: shows the **Jog function screen**. For details, see the **Switching the Jog Dial™ function for Audio Player** **(page 65)** section.
    Change View: switches the display view as follows: Normal view -> Visual Effect view -> List view -> Normal view ->... For details, see **Switching the display view** **(page 64)**.
- **About Audio Player**:
  Shows version information for the Audio Player application.

Memory Stick Gate

CLIÉ

Exchanging data with the "Memory Stick™"

The "Memory Stick™" allows you to exchange data between your CLIÉ handheld and your computer or a digital camera that supports "Memory Stick™". To exchange data with the "Memory Stick™", your CLIÉ uses the preinstalled Memory Stick Gate software (hereafter referred to as MS Gate).

"Memory Stick™" files can be found in the Palm™ Desktop software under the directory: **PALM\PROGRAMS\MSFILES**. You can also copy, move or delete data stored in other directories on your "Memory Stick™".

Starting MS Gate

To start MS Gate, proceed as follows:

In the **Application Launcher**, rotate the Jog Dial™, select **MS Gate**, then press the Jog Dial™. Alternatively, tap the **MS Gate** icon.
MS Gate starts and data lists appear on the screen.

Icon	*Definition*
Internal	Tap this icon to view the data on the CLIÉ handheld
Size	**Type:** kind of file **Size:** size of file **Creator:** creator ID of file **Version:** version of file
(lock)	Indicates the files that you cannot copy or delete
(info)	Tap this icon to view the "Memory Stick™" content information
	Tap this icon to display the upper folder, if applicable
	Tap this icon to display the contents of the folder
(name)	Tap here to display **file name** to show the file name with PC file extensions

If the **Handheld Full** dialog box appears during start-up, no data is shown. To make space, delete unnecessary data or applications from your CLIÉ handheld.

Notes on copying and deleting MS Gate data

If you move or delete a part of the data file, the applications on the CLIÉ handheld may stop operating or the data might be cleared. When you delete part of the data file, the operation of the applications and the data contents on the CLIÉ handheld are not guaranteed.
Do not move or delete the following data files from the CLIÉ handheld:

- **Saved Preference**: The latest operating circumstances and settings of various applications are saved.
- **Unsaved Preference**: The settings of various applications and user information of the CLIÉ handheld are saved. If you delete this file, the next HotSync® operation may not work correctly.
- **NetworkDB**: Networking settings. If you delete this file, you will not be able to access the Internet.
- **AddressDB**: Address Database files.
- **DatebookDB**: Datebook Database files.
- **MemoDB**: Memo Database files.
- **MailDB**: Mail Database files.
- **ToDoDB**: ToDo Database files.

These database files can be copied and backed up on a "Memory Stick™". Note however, that if the backup data is moved back to the CLIÉ handheld, the data stored on the CLIÉ handheld is replaced by the backup data, and any data added or revised on the CLIÉ handheld since the data backup, will be erased.

The default folder on the "Memory Stick™"

When MS Gate first recognises the insertion of a "Memory Stick™", it automatically creates a default folder on the "Memory Stick™", named **PALM/PROGRAMS/ MSFILES**. The default folder is the standard working folder where MS Gate reads and writes data.

Changing the destination folder

To change the destination folder on the "Memory Stick™", proceed as follows:

1. Tap the arrow ▼ in the top right-hand corner to select MS from the drop-down list.
   The contents of "Memory Stick™" are listed.
2. Tap or to select the destination folder.
   The folder display changes and you can specify the destination folder.

You can only select a folder under the **PALM/PROGRAMS** or **PALM/ LAUNCHER** folder. The other folders cannot be selected as destination.

Copying data from your CLIÉ handheld to the "Memory Stick™"

You can copy data from your CLIÉ handheld to a "Memory Stick™" using MS Gate.

To copy data from the CLIÉ handheld to a "Memory Stick™", proceed as follows:

1. Insert a "Memory Stick™" into the CLIÉ handheld.
2. Tap the **Home** icon .
   The **Application Launcher** appears.
3. Rotate the Jog Dial™ and select MS Gate, then press the Jog Dial™.
   Alternatively, tap the MS Gate icon .
   MS Gate starts, and a list of the data stored on the CLIÉ handheld, is displayed.

1.	Select all	Selects all the files between the first and last file you select. It copies all data as one batch.
2.	Clear all	Cancels the selection of selected data.
3.	Copy	Copies the selected files.
4.	Move	Moves the selected files. Choose this option to save memory space on the handheld.
5.	Delete	Deletes the selected files. The data on the CLIÉ handheld is deleted after it is saved on the "Memory Stick™".

4. Select the data you want to copy to the "Memory Stick™".
5. Tap **Copy**.
   The data you have selected is copied to the "Memory Stick™".

A "Memory Stick™" cannot be used while the remaining battery power is low, because duplicating data consumes battery power, therefore, connect the AC adapter.

You can tap and select multiple files.

You cannot copy data marked with the lock symbol .

If there is not much free memory space on the CLIÉ handheld, we recommend that you move the data, instead of copying it to the "Memory Stick™".

Copying data from the "Memory Stick™" to your CLIÉ handheld

You can use MS Gate to copy data saved on a "Memory Stick™" to your CLIÉ handheld.

To copy data from a "Memory Stick™" to the CLIÉ handheld, proceed as follows:

1. Insert the "Memory Stick™" into your CLIÉ handheld.
2. Tap the **Home** icon.
   The **Application Launcher** appears.
3. Rotate the Jog Dial™ and select **MS Gate**, then press the Jog Dial™.
   Alternatively, tap the MS Gate icon .
   MS Gate starts and a list of the data stored on the CLIÉ handheld is displayed.
4. Press the Jog Dial™ and select **MS**.
   Alternatively, select **MS** from the drop-down list ▼ in the top right-hand corner.
   A list of the data stored on the "Memory Stick™" is displayed.
5. Select the data you want to copy to the CLIÉ handheld.
   Use **Select All** to copy all the data at once.
6. Tap **Copy**.
   The **Copy File** dialog box is displayed.
7. Tap **OK**.
   The data you selected from the "Memory Stick™" is copied to the CLIÉ handheld.

Make sure your CLIÉ handheld has enough memory space before copying.

To cancel all the selections, tap **Clear All**. To clear the selection of individual selected items only, tap them one at a time.

Deleting data from the "Memory Stick™"

You can delete unnecessary data saved on the "Memory Stick™" by using MS Gate.

To delete data on a "Memory Stick™", proceed as follows:

1. Insert the "Memory Stick™" into your CLIÉ handheld.
2. Tap the **Home** icon .
3. Turn the Jog Dial™ and select **MS Gate**, then press the Jog Dial™.
   Alternatively, tap the MS Gate icon .
   MS Gate starts and a list of data stored on the CLIÉ handheld, is displayed.
4. Press the Jog Dial™.
   A list of the data stored on the "Memory Stick™" is displayed.
5. Select the data you want to delete.
6. Tap **Delete**.
   The data you selected is deleted from the "Memory Stick™".

To change the folder to be deleted, tap or to select the folder that you want to delete. The folder display changes and you can specify a folder to be deleted.

You can only select a folder under the **PALM/PROGRAMS** or **PALM/LAUNCHER** folder. The other folders cannot be selected.

You cannot delete a read-only file.

Installing applications to/from the "Memory Stick™" without MS Gate

You can copy and install applications to/from a "Memory Stick™" from/to your CLIÉ handheld from the **Application Launcher** screen.

However, observe the following points, as a may occur depending on the application.

- You can only copy application files (files with extensions such as .prc, .pdb) with the following procedure. Related files will not be copied together at the same time.
- Data stored on the "Memory Stick™" (such as image files) will not be displayed.
- You can only install applications on the PALM/Launcher directory of the "Memory Stick™".

To copy application files to/from your "Memory Stick™", proceed as follows:

1. Insert the "Memory Stick™" into the "Memory Stick™" slot of your CLIÉ handheld.
   The contents of "Memory Stick™" are displayed.
2. Tap the **Menu** icon on your CLIÉ handheld.
3. Tap **Copy** from the drop-down list.
   The **Copy** dialog box appears.
4. Tap the arrow ▼ next to **Copy to**, and select either **Handheld** or **Card**.
5. Tap the arrow ▼ next to **From**, and select either **Card** or **Handheld.**
6. Tap the application you want to install.
7. Tap **Copy**.
   The selected application is installed onto your CLIÉ handheld.

You do not necessarily have to install an application to the CLIÉ handheld in order to use it. If you want to save the CLIÉ handheld's memory space, you can simply tap to select the application in step 1. (Note that such applications can only be used while the "Memory Stick™" containing the application is inserted in the CLIÉ handheld).

When installing applications without MS Gate, you can only start application files (files with extensions such as .prc, .pdb). Image files and movie files that come with the application, cannot be started.

If you cannot start the installed file data, move the file data to the CLIÉ handheld using MS Gate, or delete the files. If you do not use MS Gate when installing, applications and data files are stored in the **PALM/LAUNCHER** folder.

MS Gate commands

MS Gate uses unique menu commands for exchanging data between your CLIÉ handheld and a "Memory Stick™". The following items appear when you tap the **Menu** icon in MS Gate.

Tools menu

The content of the **Tools** menu depends on the displayed screen.

- **Select all**: Selects all data displayed in the tab you select.
- **Clear all**: Cancels the selected data.
- **Move**: Moves selected data to the CLIÉ handheld or "Memory Stick™". The **Move files** screen appears. Tap **OK** to move the selected data.
- **Copy**: Copies selected data to the CLIÉ handheld or "Memory Stick™". The **Copy files** screen appears. Tap **OK** to copy the selected data.
- **Delete**: Deletes selected data from the CLIÉ handheld or "Memory Stick™". The **Delete files** screen appears. Tap **OK** to delete the selected data.
- **Rename**: Changes the file or folder names on the "Memory Stick™".
- **Create Folder**: Adds a new folder to the current folder (selected folder) on the "Memory Stick™".
- **Create Default Folder**: Creates a **PALM\PROGRAMS\MSFILES** folder.
- **Change to Default Folder**: Returns to the **PALM\PROGRAMS\MSFILES** working folder.

Options menu

- **Format**: Formats the "Memory Stick™" inserted in your CLIÉ handheld.
- **Media Information**: Displays the memory information of the "Memory Stick™".
- **About MS Gate**: Shows the version information for MS Gate.

Memory Stick Autorun

CLIÉ

Setting the "Memory Stick™" automatic start function

This section explains how to set the "Memory Stick™" automatic start function on your CLIÉ handheld. Memory Stick Autorun is preinstalled on your CLIÉ handheld, you do not have to install it yourself.

What you can do with Memory Stick Autorun

Memory Stick Autorun (hereafter referred to as MS Autorun) is an application which allows your CLIÉ handheld to copy and start a specified application automatically when a "Memory Stick™" is inserted into the CLIÉ handheld. Removing the "Memory Stick™" automatically deletes the application copy from the memory of the CLIÉ handheld.

- **Starting an application (.prc) on the CLIÉ handheld automatically:**
  When using a "Memory Stick™"-compatible digital still camera, for example, you can view your images as soon as you insert the "Memory Stick™" into the CLIÉ handheld.
- **Starting an application (.prc) on a "Memory Stick™" automatically:**
  This setting is for automatically starting an application that does not access any data, such as a game or an application, which accesses data on the CLIÉ handheld and not on the "Memory Stick™".
- **Starting a preselected application (.prc) and related database files (.pdb, .prc) on a "Memory Stick™":**
  This setting automatically displays a specified image or file with an application such as an image viewer or a document reader.
- **Starting an application (.prc) on the CLIÉ handheld automatically with specific database files (.pdb, .prc) on a "Memory Stick™":**
  This setting is used if the application is located on the CLIÉ handheld and the corresponding database files are located on a "Memory Stick™". You can also display the data automatically by inserting the "Memory Stick™" into your CLIÉ handheld.

★ If you specify PictureGear Pocket as an autorun application, tap the arrow ▼ at the top of the screen in PictureGear Pocket to select **MS**.

It is not recommended that you use MS Autorun with the Address Book, Date Book, To Do List, Memo Pad Calculator or Mail applications. Problems may occur if the data of these applications does not remain on your CLIÉ handheld when you perform a HotSync® operation.

The specified application may not start automatically depending on the application in use when you insert the "Memory Stick™" into your CLIÉ handheld. In this case, return to the **Application Launcher** screen and reinsert the "Memory Stick™".

Setting MS Autorun for applications on the CLIÉ handheld

To set MS Autorun for an application, proceed as follows:

1. If applicable, install the application you want to start automatically onto the CLIÉ handheld.
2. Insert the "Memory Stick™" into the "Memory Stick™" slot.
3. In the **Application Launcher**, rotate the Jog Dial™ to select **MSAutorun** and then press the Jog Dial™.
   Alternatively, tap the **MSAutorun** icon.
   MS Autorun starts.
4. Press the Jog Dial™.
   The list of applications on your CLIÉ handheld appears.
5. Tap the application for which you want to set the autorun function.
6. Tap **Set**.
   The setting is stored on the "Memory Stick™", and the confirmation dialog box appears.
7. Tap **OK**.
   The autorun setting is completed and you can remove the "Memory Stick™".

Starting MS Autorun for applications on the "Memory Stick™"

To automatically start an application on the "Memory Stick™", proceed as follows:

1. Save the application onto the "Memory Stick™".
2. Insert the "Memory Stick™" into your CLIÉ handheld.
3. In the **Application Launcher**, rotate the Jog Dial™ to select **MSAutorun** and then press the Jog Dial™. Alternatively, tap the **MSAutorun** icon.
   MS Autorun starts.
4. Press the Jog Dial™.
   The list of applications on the "Memory Stick™" appears.
5. Tap the application for which you want to set the autorun function.
6. Tap **Set**.
   The setting is stored on the "Memory Stick™", and the confirmation dialog box appears.
7. Tap **OK**.
   The autorun setting is completed and you can remove the "Memory Stick™".

Make sure you are in the **PALM\LAUNCHER** folder on the "Memory Stick™".

Specifying data files on the "Memory Stick™" to start applications automatically

This section describes the setting for Audio Player and its sample data files.

To specify the data files on the "Memory Stick™", proceed as follows:

1. Insert the "Memory Stick™" into the "Memory Stick™" slot.
2. From the **Application Launcher** screen, start MS Gate.
3. Tap **Audio Player** from the list displayed.
4. Tap **Move**.
   The specified data files, which will be deleted from the CLIÉ handheld memory, is copied onto the "Memory Stick™".
   Make sure you are in the folder **PALM\LAUNCHER**.
5. Return to the **Home** screen to start **MS Autorun**.
   The list of applications on the "Memory Stick™" appears.
6. Tap **Audio Player**.
7. Tap the **Select launch app** drop-down list and then tap **Select install DBs**.
   The list of applications and database files appear.
8. Tap the Audio Player audio data file.
   Tap each item to select multiple database files.
9. Tap **Set**.
   The settings are stored on the "Memory Stick™", and the **Autorun setting** display appears.
10. Tap **OK**.
    The settings to start the example on the CLIÉ handheld automatically display the specified database files.
    Afterwards, return to the **Application Launcher** screen to remove the "Memory Stick™".

Starting an autorun application

To perform an autorun function, proceed as follows:

1. Insert the "Memory Stick™" into the "Memory Stick™" slot.
   The **Now Loading** dialog box appears, and the specified application and database files will be copied to the CLIÉ handheld.
   When the copying process is complete, the application will automatically start.
   Do not remove the "Memory Stick™" while the **Now Loading** dialog box is displayed.
2. Use the launched application.
3. When you have finished using the application, remove the "Memory Stick™".
   The application closes, and you return to the **Application Launcher** screen.
   The application and database files are automatically deleted from the memory of the CLIÉ handheld.

Data on the "Memory Stick™" is not updated after the "Memory Stick™" has been removed.

Viewing the MS autorun history log

When you insert or remove a "Memory Stick™" to perform the autorun function, a history log is created on the CLIÉ handheld (MSAutorun_log). If autorun fails, you can check the history log for information.

To check the history log for information, proceed as follows:

1. From the **Application Launcher** screen, start **MS Autorun**.
2. Tap the **Menu** icon.
3. Tap **Display log**.
   The history log is displayed in the **Autorun log** dialog box.
4. When you have finished checking the history log, tap **Close**.

The stored log is cleared each time a "Memory Stick™" is inserted.

Changing settings

To change the settings you have made, proceed as follows:

1. From the **Application Launcher** screen, start MS Autorun.
2. Insert the "Memory Stick™" for which you want to change the autorun setting.
3. Tap the arrow ▼ next to **Select launch app**, and tap **Select install DBs**.
4. Tap the files you want to select or deselect.
5. Tap **Set**, and then **OK**.

Cancelling the autorun function temporarily

If you need to rearrange data stored on more than one "Memory Stick™", you may not want applications to start automatically. In this case, you can temporarily cancel the autorun feature.

To temporarily cancel the autorun feature, proceed as follows:

1. From the **Application Launcher** screen, start **MS Autorun**.
2. Tap the **Menu** icon.
3. Tap **Preferences**.
   The **Preferences** dialog box appears.
4. Select the **Disable** check box in Autorun.
5. Tap **OK**.
   The autorun function is temporarily cancelled.

★ To enable the autorun function, perform steps 1-3 listed above, then deselect the **Disable** check box.

Deleting the autorun setting

When you delete the autorun setting, you cancel the autorun function on the "Memory Stick™".

To delete the autorun setting, proceed as follows:

1. From the **Application Launcher** screen, start **MS Autorun**.
2. Insert the "Memory Stick™" into the "Memory Stick™" slot.
3. Tap the **Menu** icon.
4. Tap **Tools**.
   The **Tools** dialog box appears.
5. Tap **Delete autorun setting**.
   The **Delete setting** dialog box appears.
6. Tap **OK**.
   The autorun setting is deleted.
7. Tap **Close**.

The autorun setting of MS Autorun is stored in the file named **PALM\DEFAULT.ARN** on the "Memory Stick™". You can delete autorun settings by deleting this file with your computer.

MS Autorun menu items

The following **Options** menu is displayed by tapping the **Menu** icon when MS Autorun is running:

- **Display log**: when a "Memory Stick™" is inserted or removed from your CLIÉ handheld, a history log is created.
- **Tools**: the following buttons appear in the **Tools** dialog box:
  - **Recover**: this button is displayed when the autorun function is performed and MS Autorun is started without removing the "Memory Stick™". You can delete the application and database files copied on your CLIÉ handheld.
  - **Delete autorun setting**: this button is displayed when the autorun setting file is stored on the inserted "Memory Stick™". You can delete the autorun setting on the "Memory Stick™".
- **Preferences**: displays the **Preferences** dialog box. The following items appear in this dialog box:
  - **Autorun**: you can temporarily cancel the auto-run function.
  - **MS List**: you can switch the format of the data list on the "Memory Stick™".
- **About MS Autorun**: the version information of the MS Autorun application is displayed.

Memory Stick Import / Export

CLIÉ

Copying data to the "Memory Stick™"

This section explains how to copy the data from your computer to the "Memory Stick™" of your CLIÉ handheld directly without performing a HotSync® operation.

What you can do with the MS Import / Export applications

Both Memory Stick Import and Memory Stick Export (hereafter referred to as MS Import and MS Export) are applications designed to help you copy the data from your computer to the "Memory Stick™" on your CLIÉ handheld directly without performing a HotSync® operation.

- **When copying the data from your computer**:
  You have to use both the MS Import application on your CLIÉ handheld and the MS Export software on your computer at the same time.
- **Before using MS Import / Export**:
  You have to install the MS Export software on your computer. MS Import is already installed on your CLIÉ handheld.
- **Installing CLIÉ applications without performing a HotSync® operation**:
  With MS Import / Export, you can install application files (.prc or .pdb) on your CLIÉ handheld without performing a HotSync® operation.
- **Using your CLIÉ handheld as a removable disk**:
  With MS Import / Export, you can use your CLIÉ handheld as if it was a removable disk from the Windows® desktop of your computer. You can not only read the data stored on the "Memory Stick™" on your CLIÉ handheld from your computer, but also write data on the "Memory Stick™" from your computer.

Installing MS Import / Export

You need to install the MS Export software on your computer (the MS Import application is already installed on your CLIÉ handheld). This application is installed on your computer when you install the Palm Desktop for CLIÉ software. If you uninstalled it, follow the procedure here below to reinstall it.

To install the MS Export software on your computer, proceed as follows:

1. Insert the installation CD-ROM into the CD-ROM drive of your computer.
   The setup program starts automatically.
2. Select the language.
3. Click **Install CLIÉ Utilities**.
4. Click **Install Memory Stick Export**.
   The installation starts. Follow the instructions displayed on the screen. When the installation is complete, the installation screen reappears.
5. Click **Exit**.
   MS Export is installed.

Installing CLIÉ applications using MS Import / Export

You can install applications for your CLIÉ handheld on the "Memory Stick™" without performing a HotSync® operation, if you use MS Import / Export.

To install applications on the "Memory Stick™", proceed as follows:

1. Insert a "Memory Stick™" into your CLIÉ handheld.
2. Connect your CLIÉ handheld to the computer.
3. In the **Application Launcher** screen, rotate the Jog Dial™ to select **MS Import** and then press the Jog Dial™.
   Alternatively, tap the **MS Import** icon.
   MS Import starts.
4. Drag and drop add-on application files (.prc or .pdb) for your CLIÉ handheld to the **MS Export** shortcut icon on your Windows® desktop. These files are automatically copied to the appropriate folders.
   If the application file type could not be recognised by MS Export, the **Registration** dialog box appears. In this case, enter the application name and destination folder to which the application will be copied.
5. When you have finished, tap **Disconnect** or tap **Home** .

Do not remove the "Memory Stick™" while connecting to your computer.

If your computer's operating system is Windows® 2000 Professional, Windows® XP or Windows® Millennium Edition, a warning message appears when you tap **Disconnect** on your CLIÉ handheld. Click **OK**, and then continue the operations.

To confirm the contents of the "Memory Stick™" after copying the application, start **MS Export** again, then click the **Memory Stick Drive** tab of the MS Export software.

You cannot copy applications by dragging them to the Memory Stick™ Drive window of the MS Export software.

Using your CLIÉ handheld as a removable disk

To use your CLIÉ handheld as a removable disk, proceed as follows:

1. Connect the CLIÉ handheld to a computer on which you have installed MS Export.
2. Insert the "Memory Stick™" into your CLIÉ handheld.
3. In the **Application Launcher** screen, rotate the Jog Dial™ to select **MS Import** and then press the Jog Dial™.
   Alternatively, tap the **MS Import** icon.
   MS Import starts.
4. Operate the file or data using Windows Explorer, for example.
   Not only can you copy or delete data stored on the "Memory Stick™", you can also write data from your computer to the "Memory Stick™".
   When you copy the application to the **PALM/LAUNCHER** folder of the "Memory Stick™", some applications on your CLIÉ handheld may not display the file list of the "Memory Stick™" appropriately.
5. When you finish the operation, tap **Disconnect** or tap **Home** .
   Do not remove the "Memory Stick™" while connected to your computer.

If your computer's operating system is Windows® 2000 Professional, Windows® Millennium Edition, Windows® XP, a warning message appears when you tap **Disconnect** on your Sony CLIÉ handheld. Click **OK**, and then continue.

MS Import menu items

The following item appears when you tap the **Menu** icon.

Options menu

About MS Import: Shows the version information of the MS Import application.

Memory Stick Backup

CLIÉ

Backing up data (Memory Stick Backup)

Using the **Memory Stick Backup** application, you can back up CLIÉ handheld applications and data, such as the ones listed below, to a "Memory Stick™". It is possible to backup all the data that can be backed up via HotSync® operation. Memory Stick Backup will be referred to as MS Backup hereafter.

You can create up to five backup files:

- Memo Pad data files
- Address Book data files
- To Do List data files
- Date Book data files
- Preferences data files
- Add-on application files.

You do not need to install **MS Backup** on your CLIÉ handheld. It is preinstalled at the factory.

You need a "Memory Stick™" to make a backup of applications and data on your CLIÉ handheld.

To create a backup using MS Backup, proceed as follows:

1. Insert a "Memory Stick™" into the "Memory Stick™" slot.
2. Tap the **Home** icon .
3. Rotate the Jog Dial™ to select **MS Backup** and then press the Jog Dial™.
   Alternatively, tap the **MS Backup** icon.
   MS Backup starts and the backup list appears.
4. Tap (Backup).
   The **Backup All Files** dialog box appears.

5 Tap **OK**.
The **Backup Progress** screen appears, and the backup's general information (its date, size, and number of contents) appears in the list.

Do not make any changes to the directory tree on the "Memory Stick™" after making a backup. If you do, you will not be able to restore the backup data to your CLIÉ handheld.

When making a backup on a "Memory Stick™" from your CLIE handheld, be sure to have more free space on the "Memory Stick™" than the data to be backed up.

Do not operate other applications such as background play feature of the Audio Player application, while backing up or restoring the data to your CLIÉ handheld.

Do not perform a backup when available memory of your CLIÉ handheld is low. If you do, you will not be able to restore the backup data to your CLIÉ handheld.

In most cases, the backup process finishes within several minutes.

★ In step 4, you can also select an existing file from the backup list, and then tap **Backup** to overwrite it.

★ The **Size** column indicates the size of the backed up application or data while stored on the CLIÉ handheld.

★ The **DB** column indicates the number of the backed up application or data on the "Memory Stick™".

★ You may not be able to back up or restore the data properly when you edit the data directly using applications such as MS Gate.

★ You can delete a backed up file stored on a "Memory Stick™". Select the file that you want to delete from the list, and tap Delete. Files can be deleted from CLIÉ handheld.

Restoring backup files to your CLIÉ handheld

When you restore backup data and applications to your CLIÉ handheld, the data currently saved on your CLIÉ handheld will be overwritten with the backup data. Any data created or edited after you saved the backup will be erased.

You can only restore data to the CLIÉ handheld from which you made a backup.

To restore your backed up files, proceed as follows:

1. Perform a hard reset on your CLIÉ handheld.
2. Insert the "Memory Stick™" with the backup files into the "Memory Stick™" slot.
3. Rotate the Jog Dial™ to select **MS Backup** and then press the Jog Dial™.
   Alternatively, tap the **MS Backup** icon.
   MS Backup launches and the backup list appears.
4. Tap to select the backup data that you want to restore from the list.
5. Tap **Restore** .
   The **Restore All Files** dialog box appears.
6. Tap **OK**.
   The **Confirm Restore** dialog box appears.
7. Tap **OK**.
   The **Restore Progress** screen appears.
   If there was any initial data automatically created by the software applications or any data edited or created after performing a hard reset on your CLIÉ handheld, the **Overwrite Confirm** dialog box appears.
   Select **Yes** or **Yes to All** to overwrite all files.
   Select **No** to leave the data.
   After the backup data is restored, the CLIÉ handheld automatically shuts itself down and restarts.

Sound Utility / Sound Converter

CLIÉ

Importing your favourite sounds

This chapter describes how to import sound files from your computer to your CLIÉ handheld by using the Sound Converter software. The Sound Converter software converts **WAVE format** or **Standard MIDI File Format 0** sound files on your computer to sound files compatible with the format used by your CLIÉ handheld. The Sound Utility application then enables you to play those converted files on your CLIÉ handheld.

- **Playing sound files on your CLIÉ handheld**
  Using the Sound Utility application, you can play a sound file that has been transferred from your computer and converted to the CLIÉ handheld compatible format.
- **Set your favourite sound files as an alarm sound**
  You can set an imported sound file as an alarm sound on the Date book and on the World Alarm Clock applications.

WAVE formats compatible with Sound Converter are as follows:

fs= 8 kHz	16 bit	stereo
fs= 8 kHz	16 bit	monaural
fs= 8 kHz	8 bit	stereo
fs= 8 kHz	8 bit	monaural
fs= 22 kHz	16 bit	stereo
fs= 22 kHz	16 bit	monaural
fs= 22 kHz	8 bit	stereo
fs= 22 kHz	8 bit	monaural

You do not need to install Sound Utility, it is pre-installed. However, you need to install Sound Converter on your computer.

Sound Converter: Palm OS® 4. x based CLIÉ handhelds.

Sound Converter 2: Palm OS® 5 based CLIÉ handhelds.
When you have both Sound Converter and Sound Converter 2 software installed on your computer, be sure to use appropriate software for the Palm OS® version of the CLIE Handheld you are using.

Installing the Sound Converter software on your computer

You must install the Sound Converter software on your computer to use the functions described in this chapter. You do not need to install the Sound Utility application on your CLIÉ handheld as this application is preinstalled.

To install the Sound Converter software on your computer, proceed as follows:

1. Insert the Installation CD-ROM into your computer's CD-ROM drive.
   The **Installation launcher** window appears.
2. Click **Install CLIÉ Utilities**.
   The **CLIÉ Utilities** window appears.
3. Click **Install Sound Converter**.
   The software installation starts. Follow the onscreen instructions to finish the installation.
4. Click **Finish**.

Starting Sound Converter

To start Sound Converter on your computer, proceed as follows :

From the **Start** menu, click **Programs** (**All Programs** in Windows® XP), **Sound Converter**, and **Sound Converter**.
For details on how to use the Sound Converter software, see the Help files of the Sound Converter software.

Storing sound files on your CLIÉ handheld

Using the Sound Converter software, you can convert **WAVE format** and **Standard MIDI File format 0** sound files on your computer.
Converted files can be transferred to your CLIÉ handheld via a HotSync® operation.

Transferring sound files to your CLIÉ handheld

Prepare sound files you want to play back on your CLIÉ handheld, and then transfer them to your CLIÉ handheld.

To transfer sound files to your CLIÉ handheld, proceed as follows:

1. Start Sound Converter.
2. Click the **Add** button.
   The **Open** dialog box appears.
3. Select the appropriate sound file from your computer's drive, then click **Open**.
   The files are added to the file list.
   You can also add files by dragging and dropping the files directly to the Sound Converter window.
4. Click the **Install** button.
   The **Start Installation** dialog box appears.
5. Select the user name of your CLIÉ handheld.
   The registered sound files are automatically transferred to your CLIÉ handheld during the HotSync® operation.
6. Click the **Execute** button.
   The **Installation Complete** dialog box appears, and the files will be installed during the next HotSync® operation.
7. Click **OK**.

8 Select **HotSync** from the Application Launcher, then tap the **HotSync** icon.
The selected sound files are installed on your CLIÉ handheld.

If the converted sound files size exceeds approximately 64 KB, the exceeding part is deleted.

When you change the name of a sound data, you cannot use the following symbols: / : , ; * ? " | ¥ .

Setting an imported sound file as an alarm sound

You can set your favourite sound as an alarm sound for **Date Book** and **World Alarm Clock**. Imported sound files are automatically registered in the alarm sounds list in addition to the default sounds.

Managing sound files

You can manage the imported sound files using the Sound Utility application on your CLIÉ handheld.

Playing sound files on your CLIÉ handheld

To play transferred sound files using the Sound Utility application, proceed as follows:

1 On the **Application Launcher** screen, rotate the Jog Dial™ to select **Sound Utl** and then press the Jog Dial™.
Alternatively, tap the **Sound Utl** icon.
Sound Utility starts and the imported sound files list is displayed.

2 Tap the appropriate sound file in the files list, then tap ▶.
Playback starts.

Select one file per playback. You cannot select two or more files simultaneously.

To stop playback, proceed as follows:

Tap ■.

To play the sounds repeatedly, proceed as follows:

Tap Repeat Off and change it to Repeat On.

To adjust the volume, proceed as follows:

Tap + or - to increase or decrease the volume.

If the sound files are hard to hear, lower the sound level of the original sound file, then transfer the files to your CLIÉ handheld again.

To adjust the volume of the sound file if the sounds are hard to hear, proceed as follows:

1. Delete the sound file.
2. Perform steps 1 to 3 of the **Transferring sound files to your CLIÉ handheld** **(page 109)** section.
3. Click the appropriate file from the files list.
4. From the **Edit** menu, click **Conversion Volume Control**.
   The **Conversion Volume Control** window is displayed.
5. Adjust the volume by sliding the volume bar.
6. Click **OK**.
7. Perform steps 4 to 8 of the **Transferring sound files to your CLIÉ handheld** **(page 109)** section.

It is not guaranteed that all the sound files become easier to hear with the above procedure.

The tone of MIDI sounds may be different when played back on the CLIÉ handheld.

The playback sound may be distorted depending on its tone and volume.

Deleting a sound file

To delete unnecessary sound files from your CLIÉ handheld, proceed as follows:

1. From the **Sound Utility** window, tap the appropriate sound file in the files list, then tap **Delete**.
   The **Delete Sound Data** dialog box appears.
2. Tap **OK**.
   The selected file is deleted, and the files list is updated.

All sound files are stored as two sound files (SMF file, PCM file) on your CLIÉ handheld according to the files type. In case you delete the sound file by mistake, it is recommended that you back up these two files.

Renaming a sound file

To rename a sound file, proceed as follows:

1. From the **Sound Utility** window, tap the appropriate sound file in the data list, then tap **Rename**.
   The **Rename Sound Data** dialog box appears.
2. Type the appropriate name and tap **OK**.
   The selected name is changed, and the data list is updated.

Sorting the sound files list

You can sort the data list by name, size, playback time, or data type.

To sort by the data type, select one of the following:

- **SMF**: A list of Standard MIDI File format 0 data is displayed.
- **PCM**: A list of WAVE files is displayed. The WAVE files are stored as PCM (ADPCM) format on your CLIÉ handheld.

To sort by name, proceed as follows:

Tap the right end of the **Name** bar in the data list.
Tapping the right end repeatedly changes the alphabetical order.

To sort by size, time, or type, proceed as follows:

1 Tap the **Size**, **Time**, or **Type** bar in the data list, and then select the appropriate category.
The information on the selected category is displayed.

2 Tap the right end of the **Size**, **Time**, or **Type** bar.
Tapping the right end repeatedly changes the order.

Sound Utility menu items

This section describes the menu command specific to the Sound Utility application.

The following item appears when you tap the **Menu** icon .

Options menu

- **About Sound Utility**: Shows the version information of Sound Utility application.

World Alarm Clock

CLIÉ

Viewing the time around the world

World Alarm Clock provides you with an additional clock, showing you the local time and/or the time around the world. It also works as an alarm clock. World Alarm Clock is preinstalled on your CLIÉ handheld.

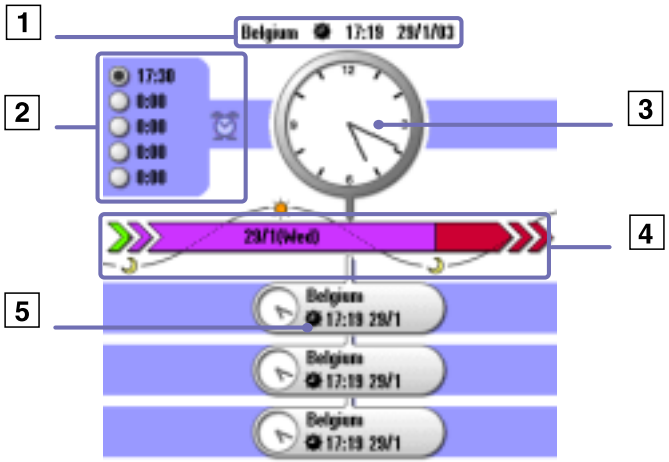
As a clock showing local time: you can view the present local time on your World Alarm Clock application, and also set the clock to show Daylight Saving Time.

- As a clock showing the time around the world: in addition to your local time, World Alarm Clock can show the time of up to three other areas of your choice around the world in a single time line, and the date of each area. The world clock time line enables you to see whether you are ahead or behind of a certain area in time and date, and can therefore help you in communicating with your business partners worldwide.
- As an alarm clock: you can set several alarms on your World Alarm Clock (by sound or by LED reminder for a certain time or day of the week. The tone for the alarm can be selected from preinstalled sound files.

To see the World Alarm Clock time, proceed as follows:

In the **Application Launcher** screen, rotate the Jog Dial™ to select **WA Clock** and then press the Jog Dial™. Alternatively, tap the **WA Clock** icon.
World Alarm Clock starts and the clock screen is displayed.

Elements of the clock screen



1.	The clock with the time and date of your present time zone (as set for your CLIÉ handheld).
2.	Set alarm icon: If an alarm is set, the icon will be marked black.
3.	The clock for different time zones (to select the time zones you want to view here, see **Selecting other time zones** (page 117)).
4.	Time line with the date.
5.	Daylight Saving Time icon: Tap to change the indicated time to daylight saving time (the shade of the icon changes). Tap again to remove.

The World Alarm Clock application displays the time according to the time setting for the CLIÉ handheld. Make sure you set the correct date and time in the CLIÉ handheld's **Preferences** screen. For details, refer to the **Operating Instructions** manual.

Viewing the world time

Selecting other time zones

You can select up to three areas to be displayed other than your present location. The time and date for these other areas will be displayed on the lower half of the clock screen.

To set the time area, proceed as follows:

1. On the clock screen, tap the area name (the default setting is **USA (Pacific)**) for the smaller clock on the lower half of the screen.
   The **Set Time Zone** screen appears.
2. Tap to select the time zone, and tap **OK**.

Previewing the future time and date

You can preview the time and date ahead of the present time by using the Jog Dial™.

To preview the time and date ahead, proceed as follows:

1. Rotate the Jog Dial™ to preview the future time for all time zones.
   The clock goes forward in units of 15 minutes.
2. To return to the present time view, wait ten seconds or press the **Back** button.

Setting the alarm

You can set up to five alarms. To set an alarm for a different day, use the Date Book. See **Setting the alarm** in the **Operating Instructions** manual for details.

To set the alarm, proceed as follows:

1. On the clock screen, tap the **Set Alarm** icon next to the **Alarm** icon.
   The **Set Alarm** screen appears. If you already have an alarm set for the selected number, the **Set Alarm** screen will show the latest settings for that number.
2. Tap the arrow next to **Off**, and select **On**.
3. On the **Comment** line, enter a note that you would like to add to the alarm.
4. Tap the **Time** box.
   The **Set Time** screen appears.
5. Set the time.
   - Tap the **hour** box and tap the arrow or to set the hour.
   - Tap the **minute** box and tap the arrow or to set the minute.
   - If you selected this format for the time in the preferences, tap to select **AM** or **PM**.
6. Tap **OK**.
   The display returns to the **Set Alarm** screen.
7. Tap the numbered/lettered box to set a single or repeat alarm.
   - **1**: Sets a single alarm.
   - **E**: Sets a daily alarm.
   - **S, M, T, W, T, F, S**: Sets a weekly repeated alarm. You can select more than one day of the week.
8. Set the alarm type.
   - Tap the check boxes to select the type of alarm from **Sound**, **Crescendo** or **LED**.
     A combination of alarms will work as well.

- If you selected **Sound**: Select the tone of the alarm by tapping the arrow ▼ beneath the **Sound** check box.
- If you selected **Sound**: Select the way you want the alarm to ring:
- **Crescendo**: Tap the check box to select this if you want the alarm to increase its volume while it rings.
- **Duration**: Tap the arrow ▼ next to this item to select the length of time the alarm will go on. The choices are **5**, **10**, **15**, **30** or **45** seconds.

9 Select the repeating options.

- **Remind Me**: Select how many times the alarm repeats itself.
- **Play Every**: Select how often the alarm repeats itself. The choices of interval are **1**, **3**, **5**, **10**, **15**, **20**, or **30** minutes.

10 Tap **OK**.
The display returns to the **clock** screen.
The **Set Alarm** icon for the active alarms will be marked black (●).

The alarm will work even if your CLIÉ handheld is switched off.

If the alarm volume is low, **Crescendo** may not function.

Make sure you set the time length in Duration so that it is more than twice the length of the sound file, or else Crescendo may not function.

Changing the alarm setting

To change the alarm setting, proceed as follows:

1 In the **clock** screen, tap the **Set Alarm** icon of the setting you want to change. The **Set Alarm** screen for that alarm appears.

2 Make the changes in the **Set Alarm** screen.

3 Tap **OK**.

★ To clear the setting, tap **Default** in the **Set Alarm** screen. The setting for that alarm number returns to the default setting.

Cancelling a set alarm

You can deactivate an alarm without deleting its setting.

To cancel an alarm, proceed as follows:

1 On the **clock** screen, tap the **Set Alarm** icon of the alarm you wish to cancel. The **Set Alarm** screen for that alarm appears.

2 Tap the arrow ▼ next to **On**, and select **Off** from the drop-down list. The alarm is deactivated but the setting remains. Deactivated alarms are not marked.

If you select **Off** for **Alarm Sound** and **LED Alarm** in the **General Preferences** screen, the **Sound/LED** of the alarm will be deactivated even if you have selected **Alarm On** here.

When number of alarm settings go off successively without being stopped, a list of alarm settings appears on the screen and reminds you in the last alarm setting that you have made.

Stopping the alarm

When the alarm goes off, a dialog box appears.

- To stop the alarm and close the screen, tap **OK**.
- To stop the alarm and snooze for a few minutes, tap **Snooze**.

★ If you do not turn off the alarm, the alarm goes off again according to what you set for **Remind Me** in step 9 of the **Setting the clock alarm** section.

★ If you tap **Snooze**, an alarm goes off approximately every 5 minutes until you stop the alarm.

World Alarm Clock menu items

The following items appear when you tap the **Menu** icon in World Alarm Clock.

Options menu

- **Day Color**: Set a different colour for each day of the week.
- **About World Alarm Clock**: Shows the version information of World Alarm Clock.

Documents To Go®

CLIÉ

Viewing Word, Excel and other files on your CLIÉ handheld (Documents To Go®)

You can transfer Microsoft® Word and Excel files to your CLIÉ handheld to view and edit the files using the Documents To Go application.

You will need to install the Documents To Go software on your CLIÉ handheld and the computer. Install the Documents To Go software on your computer using the supplied Installation CD-ROM. and prepare your CLIÉ handheld ready for a HotSync® operation.

To install Documents To Go, proceed as follows:

1. Insert the Installation CD-ROM into your computer's CD-ROM drive.
   The installation launcher window appears.
   If the installation launcher screen does not appear, click the CD-ROM drive icon in **Windows Explorer**, and then double-click **Setup.exe**.
2. Select your language if necessary.
3. Click the **Next** button.
4. Click the **Install Documents To Go** button.
   The software installation starts.
5. Follow the on-screen instructions to complete the installation.
6. On your CLIÉ handheld, select **HotSync** and then tap the **HotSync** icon.
   The HotSync® operation starts and the software is installed on your CLIÉ handheld.

★ Refer to the Help files of the Documents To Go software for operating instructions.

To view the Help files, proceed as follows:

Click **Start**, select **Programs** (**All Programs** in Windows® XP), **Documents To Go**, and then click **Help**.

Intellisync Lite

CLIÉ

Intellisync Lite

Intellisync Lite is a software application for your computer. You can exchange data between Microsoft Outlook or Lotus Organizer 5.0/6.0 software and the Date Book, Address Book, Memo Pad, and To Do applications on your CLIÉ handheld.

You need to install the Intellisync Lite software on your computer using the supplied Installation CD-ROM. The Intellisync Lite software is installed with the Palm Desktop for CLIÉ software.

To install Intellisync Lite, proceed as follows:

1. Insert the Installation CD-ROM into your computer's CD-ROM drive.
   The installation launcher window appears.
   If the installation launcher screen does not appear, click the CD-ROM drive icon in **Windows Explorer**, and then double-click **Setup.exe**.
2. Select your language if necessary.
3. Click the **Install Palm Desktop for CLIÉ** button.
   The software installation starts.
4. Follow the on-screen instruction to complete the installation.
5. Click **Finish**.
   The installation is complete.

To view the Help files, proceed as follows:

1. Click **Start**, select Programs (**All Programs** in Windows® XP), **Intellisync Lite**.
2. Then click **Intellisync Help**.

Make sure you select **Synchronize with Microsoft Outlook or Lotus Organizer** in **Select Applications to Synchronize** window.

Refer to the Help files of the Intellisync Lite software for operating instructions.

If you have any problems with this software, visit the following URL: http://www.pumatech.com/sonyclie/

Kinoma Player / Kinoma Producer

CLIÉ

Converting and playing back digital media files

Kinoma Player, already installed on your CLIÉ handheld, allows you to play back digital media player on your handheld. It supports playback of video, animation, and still images together with digital audio.

Kinoma Producer, which must be installed on your computer from the supplied installation CD-ROM, is an easy to use tool for converting digital media files into Kinoma format that can be played back on your CLIÉ handheld.

Refer to the online manuals of Kinoma Player and Kinoma Producer for operating instructions.

Bejeweled!

CLIÉ

Bejeweled!

Bejeweled! is an easy-to-play puzzle game where the aim is to clear the gems displayed on the screen. The game features a beautiful graphic picture and pleasant sound effects. You do not need to install Bejeweled! on your CLIÉ handheld as it is already installed.

Refer to the instructions of Bejeweled! for how to play.

To launch Bejeweled!, proceed as follows:

1 On the Application Launcher screen, rotate the Jog Dial™ to select Bejeweled!, and then press the Jog Dial™.
Bejeweled! starts and the main screen appears.

2 Tap **INSTRUCTIONS** for details on how to play.

If you have any problems with this software, you can send an e-mail to: support@astraware.com